VAPolyWest

Polyphonic Synthesizer

User Guide

Version 1.0

Table of Contents

Introduction

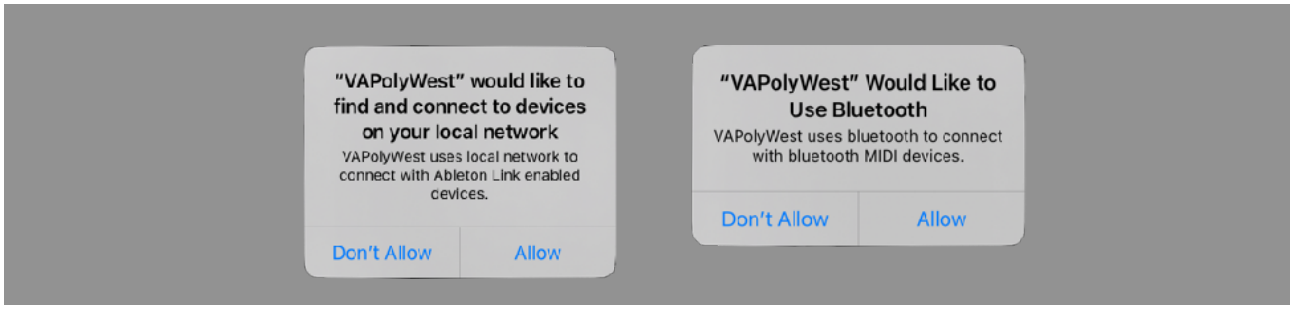
Thank you for purchasing VAPolyWest. To help you get the most out of this product, please read this manual carefully.

VAPolyWest is inspired by synthesizers developed in California in the 1960's. VAPolyWest features wave folder and lowpass gate, which are key components of the west coast synthesis. VAPolyWest also features 5 step sequencer and envelope generators which are designed to create generative music.

VAPolyWest works on iPhone, iPad and Mac. It operates as a stand alone or as an AudioUnit Extension (AUv3). Stand Alone supports Ableton Link, MIDI and audio file export.

Privacy Settings

VAPolyWest uses local area network to connect Ableton Link enable devices and it uses bluetooth to connect with bluetooth MIDI keyboard and controllers. When dialogue appears to confirm use of the local network or the bluetooth, tap OK to give a permission to use them. These settings can be edited in Privacy section of the Setting App.



Main Features

Virtual analog 8 voice west coast style polyphonic synthesizer.
Wave folder and lowpass gate for West Coast Synthesis.
Step sequencer and envelopes designed for generative music.

Support MIDI 2.0
Built-in Sequencer. 16 bar patterns per clip. Total 8 clips. Piano Roll and Parameter automation.
Support Audio Unit Extension (AUv3)
Works on iPhone, iPad and Mac. Support iCloud Drive to share project files between the platforms.
Audio Export. Linear PCM format (AIFF, WAV and CAF) and compressed format (AAC)
Support Ableton Link, Bluetooth MIDI, MIDI In / Out.

System Requirements

iOS 17.0 or later
macOS 14.0 or later
For iOS Devices, A13 Fusion or above is recommended.

AudioUnit Extension (AUv3) requires host application which support AudioUnit Extension.
AudioUnit Extension is supported by Apple Logic and Apple Garage Band on iOS and macOS.
For any other DAW, it depends on the application and some of them don't support AudioUnit Extension.

Use as Stand Alone

Stand Alone mode features Audio Export, Ableton Link, MIDI input / output and bluetooth MIDI. Sequencer can be synced with Ableton Link enabled devices and softwares.

Use as AudioUnit Extension (AUv3)

VAPolyWest supports AudioUnit Extensions. VAPolyWest works with host applications which support AUv3 plug-ins. By enabling host sync mode, VAPolyWest can be synced with tempo and transport state of the host application. VAPolyWest can send and receive MIDI message to/from the host, if the host supports midi in/out of AUv3.

Factory Preset

Factory presets contains only values of parameters of the synth and the effects. It doesn't contain any sequence data. When loading the preset, it will change the value of the parameters but sequence data remains the same.

User Preset

User Preset contains values of the synth parameters and the sequence data. When loading a user preset, value of the synth parameters and the sequence data are both changed.

User Presets can be saved in iCloud Drive or in AUv3 plug-in. User Presets in iCloud Drive can be accessed from iPhone, iPad or Mac. AUv3 Plug-In Preset is stored on the device and saved preset can be accessed from any host application which support AUv3 User Preset.

State Recovery

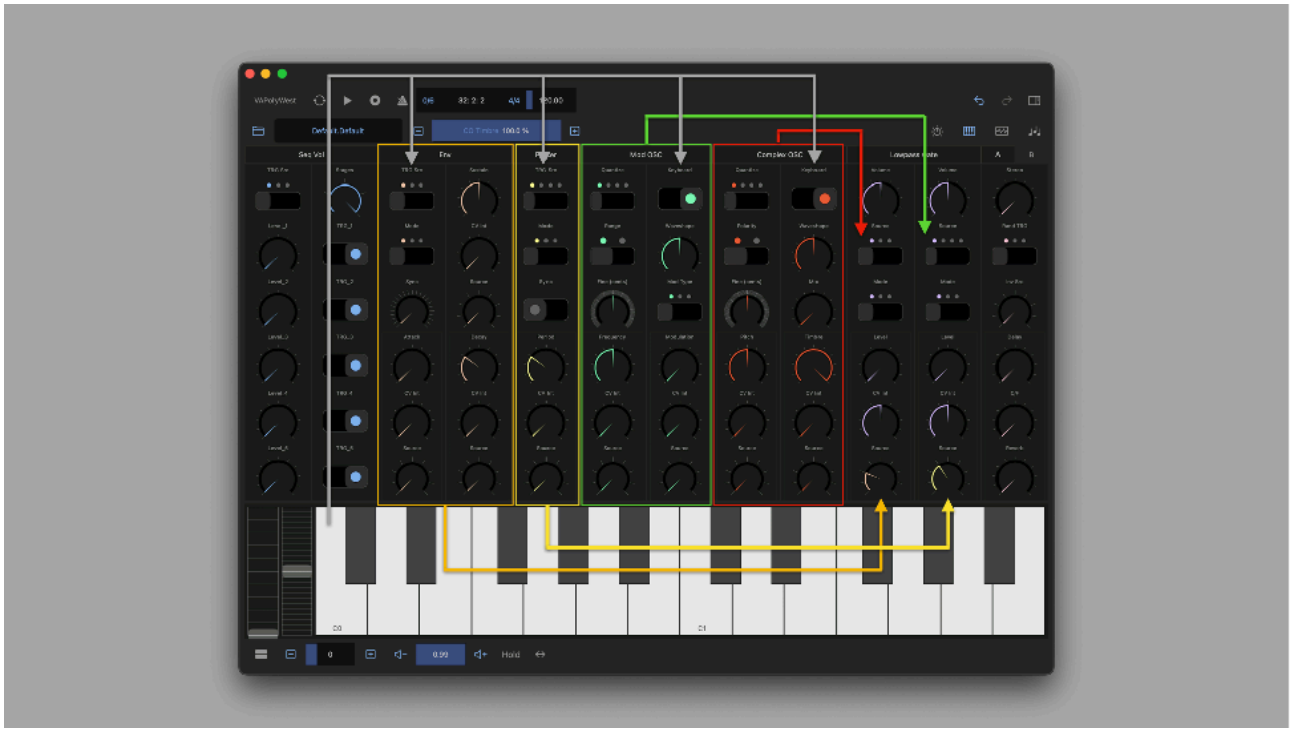
When VAPolyWest is used as a stand alone, it stores state of the app when the app is terminated. Stored data is recovered when it is launched at the next time. macOS version can disable this feature. The state is stored locally on the device.

About MIDI Latency

Sending or receiving MIDI notes and messages to Software Applications introduces a latency. If you have a problem of latency and DAW or host application has channel delay, adjust the delay time to compensate the latency.

Quick Start

Play By Keyboard



Select “Default.Keyboard” from factory preset. This is a basic patch for playing two oscillators by keyboard.

Lowpass Gate 1 gets audio signal from complex oscillator and gets cv from envelope. Keyboard provides pitch to complex oscillator and provides trigger to envelope. When mode of the envelope is “Sustained”, envelope works as AHR (attack, hold, release) envelope. Use “Mix” dial to adjust balance of signal selected by “Waveshape” dial and signal from wave folder.

Lowpass Gate 2 gets audio signal from modulation oscillator and gets cv from pulser. Keyboard provides pitch to modulation oscillator and provides trigger to the pulser. When mode of the pulser is “Sustained”, the pulser works as HR (hold, release) envelope. Use “Waveshape” dial to select wave shape of the modulation oscillator.

Generative Music

Select “Default.Generative” from factory preset. This is a basic patch for generative music.

Press “Play” button to start self-looping of pulser.

Pulser trigger source is external. Mode of the pulser is transient and synced to 1/1 note length.

Pulser triggers the envelope. Mode of the envelope is self (self-looping) and synced to 1/8 note length.

Envelop triggers “Seq Vol” (sequenced voltage generator).

Random generator is triggered by “Seq Vol”. Random generator provides cv to mod oscillator and complex oscillator.

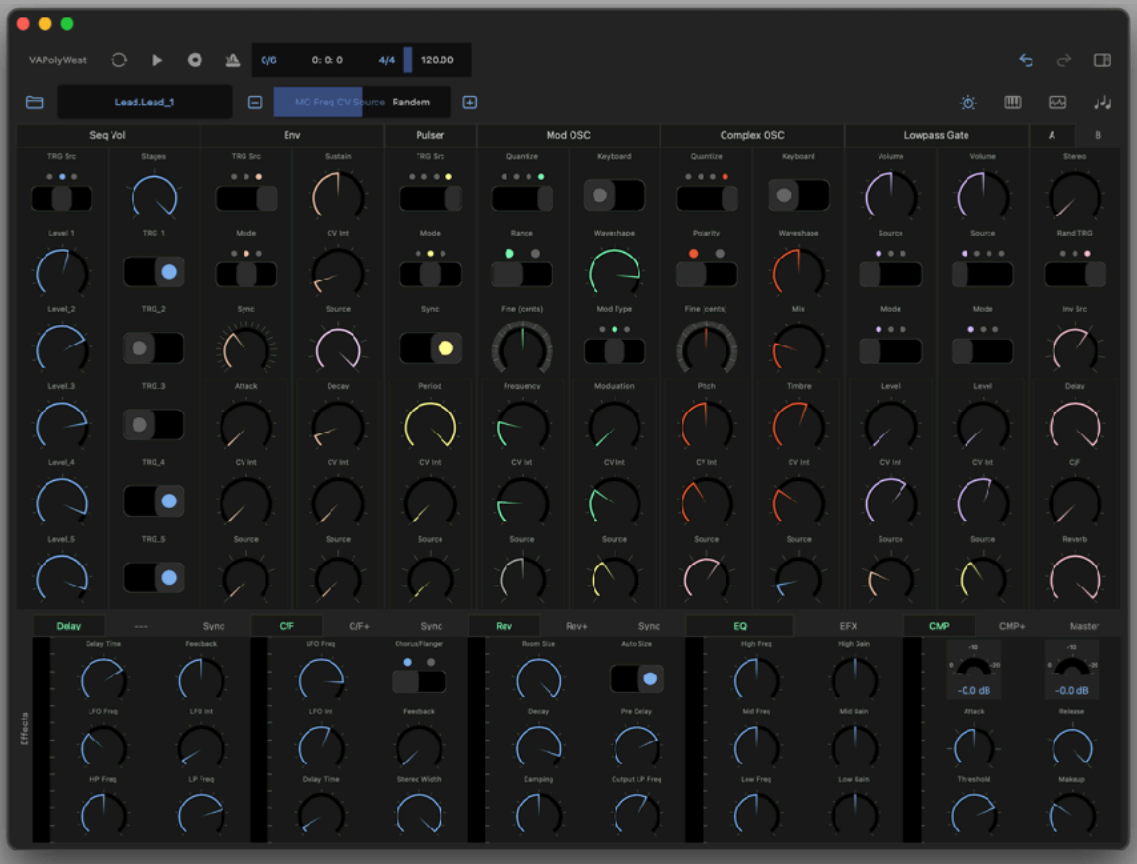
Keyboard switch of mod oscillator and complex oscillator are turned off. Incoming cv is quantized to minor scale.

User Interface

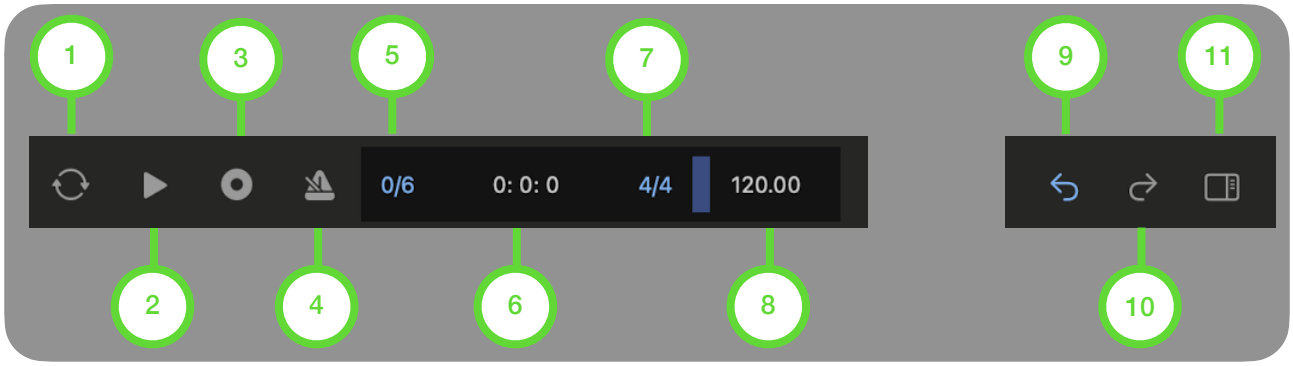
iPhone

iPad

macOS


VAPolyWeat
0: 0: 0
4/4
120.00
Lead.Lead_1
Random
Seq Vol
Env
Pulser
Mod OSC
Complex OSC
Lowpass Gate
Delay
Sync
C/F
Rev
EQ
EFX
CMP
Master
-0.0 dB
-0.0 dB

Tool Bar



1. Host Sync
Tap this button to enable / disable host sync. When host sync is enabled, tempo and transport is controlled by the host application.

2. Play/Stop
Tap this button to play / stop the sequencer.

3. Record
Tap this button to enable / disable recording mode.

4. Metronome
Tap this button to enable / disable metronome.

5. Swing
Tap this button to show Swing menu.

6. Beat Counter
Indicates current beat time as a format of bar, beat, and sixteenth.

7. Time Signature
Tap this button to show Time Signature menu.

8. Tempo
Adjust BPM (Beat Per Minutes).

9. Undo
10. Redo
Tap the button to undo / redo.

11. Setting Panel
Tap this button to open setting panel.

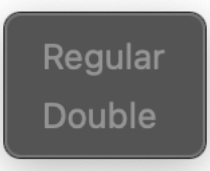
1. File
Tap this button to show file menu.

2. Preset
Indicates name of the selected preset. Tap this button to show preset browser.

3. Parameter
Indicates name and value of the selected parameter. Use plus button, minus button and slider to adjust the value. Double tap to enable menu and tap on the name to show parameter list.

4. Synth
(macOS, iPad) Tap this button to show effect modules.
(iPhone) Tap this button to show a menu to select synth or effects.

5. Keyboard
Tap this button to show keyboard. Hold this button (right click on macOS) to show keyboard menu.

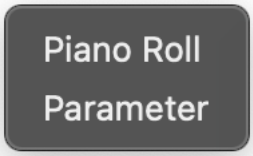


Mac, iPad

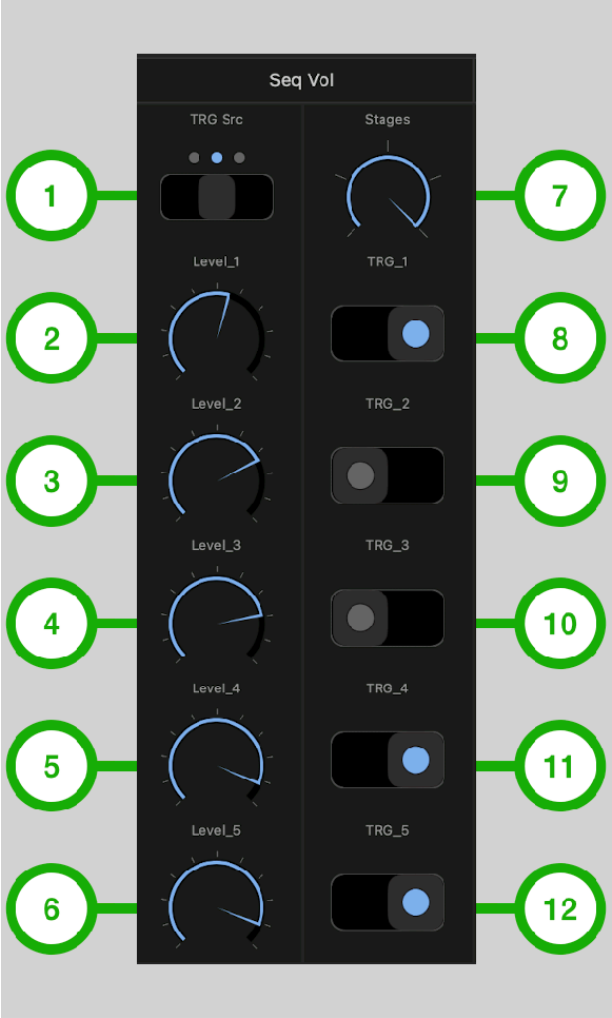
iPhone

6. Visualizer
Tap this button to show audio visualizer. Hold this button (right click on macOS) to show visualizer menu.

7. Sequencer
Tap this button to show sequencer. Hold this button (right click on macOS) to show sequencer menu.



Seq Vol



1. TRG Src
Select trigger source.

2. Level 1
Adjust value of Step 1.

3. Level 2
Adjust value of Step 2.

4. Level 3
Adjust value of Step 3.

5. Level 4
Adjust value of Step 4.

6. Level 5
Adjust value of Step 5.

7. Stages
Select loop length.

8. TRG 1
Turn on/off step 1 trigger out.

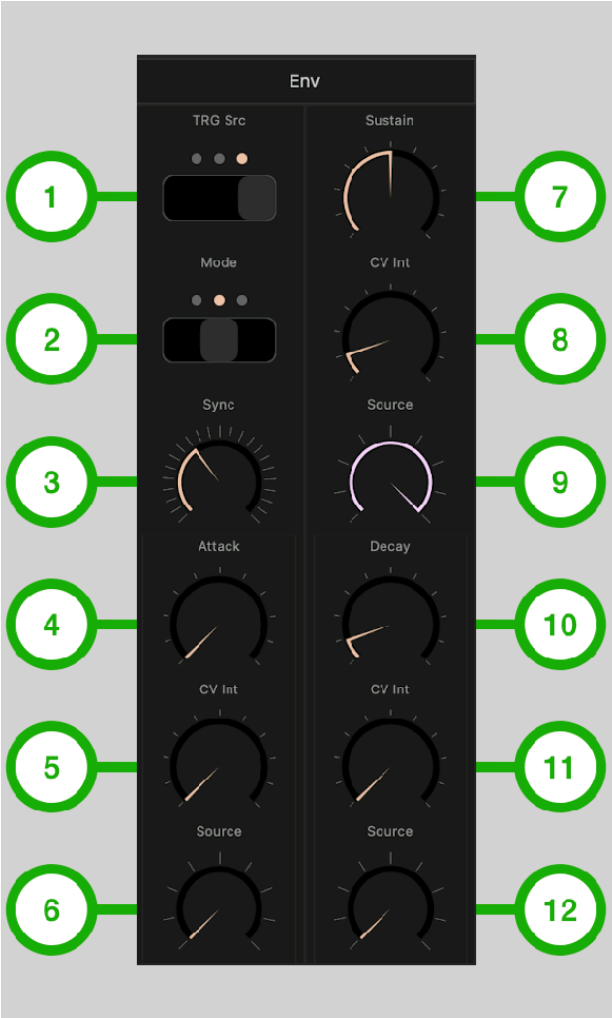
9. TRG 2
Turn on/off step 2 trigger out.

10. TRG 3
Turn on/off step 3 trigger out.

11. TRG 4
Turn on/off step 4 trigger out.

12. TRG 5
Turn on/off step 5 trigger out.

Env



1. TRG Src
Select trigger source.

2. Mode
Select operation mode.

3. Sync
Select tempo sync value.

4. Attack
Adjust value of Attack time.

5. CV Int
Adjust value of CV.

6. Sources
Select source of the CV.

7. Sustain
Adjust value of Sustain time.

8. CV Int
Adjust value of CV.

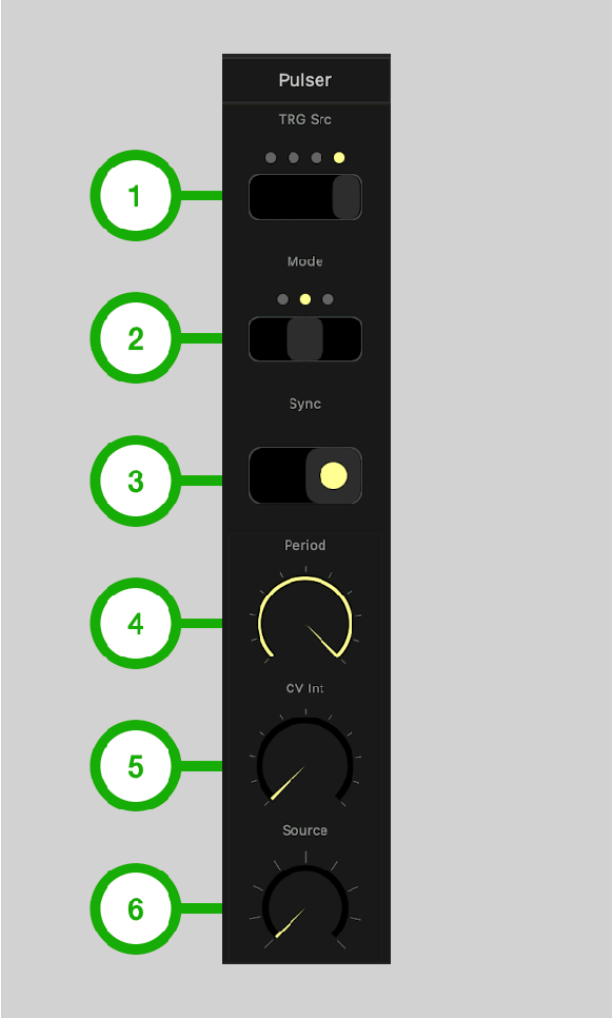
9. Sources
Select source of the CV.

10. Decay
Adjust value of Decay time.

11. CV Int
Adjust value of CV.

12. Sources
Select source of the CV.

Pulser



1. TRG Src
Select trigger source.

2. Mode
Select operation mode.

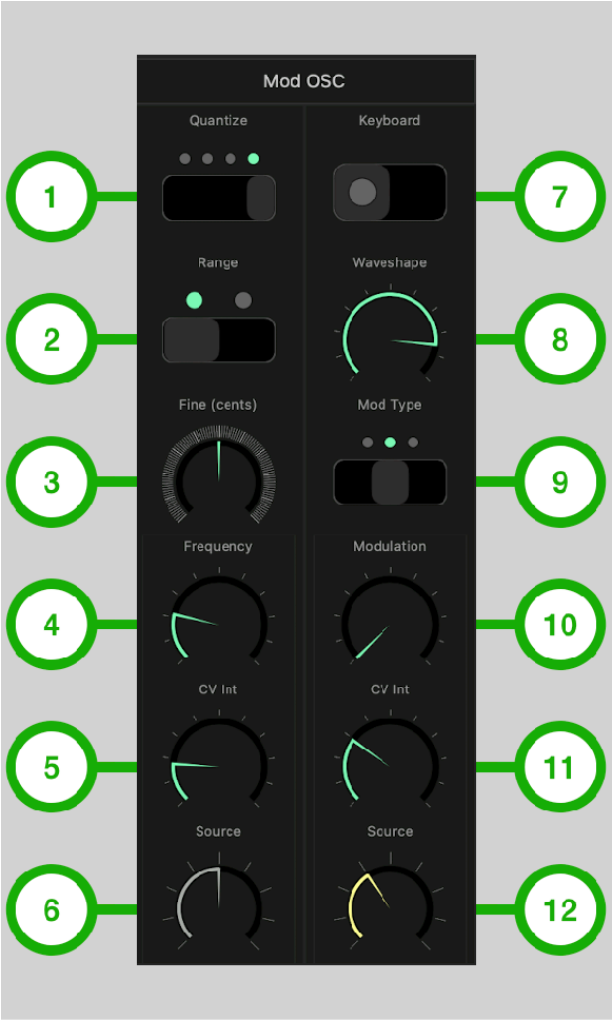
3. Sync
Turn on/off tempo sync.

4. Period
Adjust value of Decay time.

5. CV Int
Adjust value of CV.

6. Sources
Select source of the CV.

Mod OSC



1. Quantize
Select quantize option.

2. Range
Select High Frequency or Low Frequency.

3. Fine
Adjust fine tune (cents).

4. Attack
Adjust value of frequency.

5. CV Int
Adjust value of CV.

6. Sources
Select source of the CV.

7. Keyboards
Turn on/off keyboard input.

8. Wave shape
Select wave shape.

9. Mod Type
Select modulation targets.

10. Modulation
Adjust value of modulation.

11. CV Int
Adjust value of CV.

12. Sources
Select source of the CV.

Complex OSC

1. Quantize
Select quantize option.

2. Polarity
Set polarity of input.

3. Fine
Adjust fine tune (cents).

4. Pitch
Adjust value of Pitch.

5. CV Int
Adjust value of CV.

6. Sources
Select source of the CV.

7. Keyboard
Turn on/off keyboard input.

8. Wave Shape
Select wave shape.

9. Timbre
Adjust balance of wave folder output and wave shape output.

10. Timbre
Adjust amount of wave folding.

11. CV Int
Adjust value of CV.

12. Sources
Select source of the CV.

Lowpass Gate

1. **Volume**
Adjust output volume.

2. **Source**
Select input source.

3. **Mode**
Select operation mode.

4. **Level**
Adjust value of gate level.

5. **CV Int**
Adjust value of CV.

6. **Sources**
Select source of the CV.

7. **Volume**
Adjust output volume.

8. **Source**
Select input source.

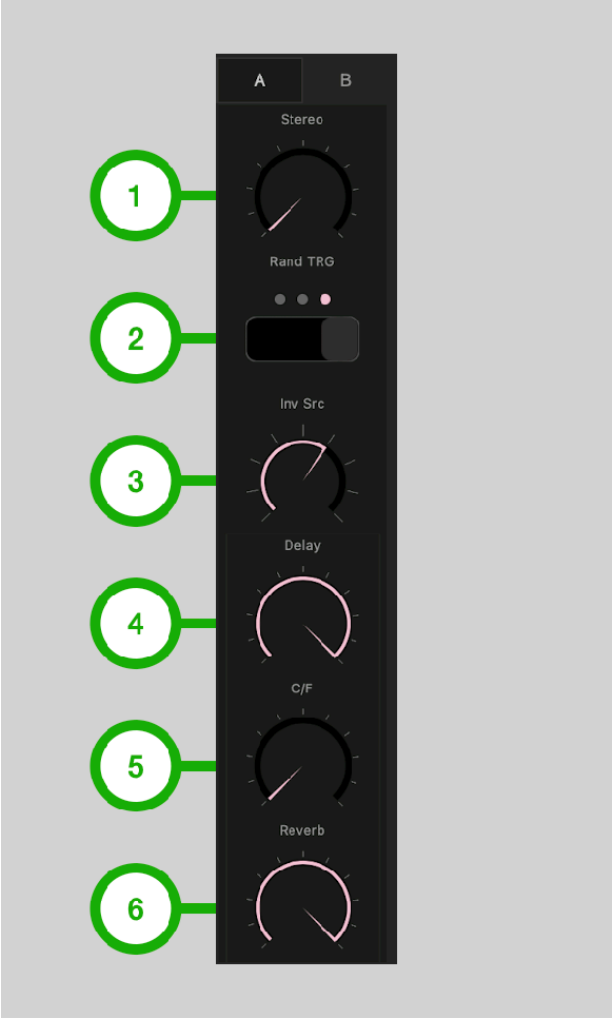
9. **Mode**
Select operation mode.

10. **Level**
Adjust value of gate level.

11. **CV Int**
Adjust value of CV.

12. **Sources**
Select source of the CV.

A



1. Stereo
Adjust stereo width.

2. Rand TRG
Select trigger source for random generator.

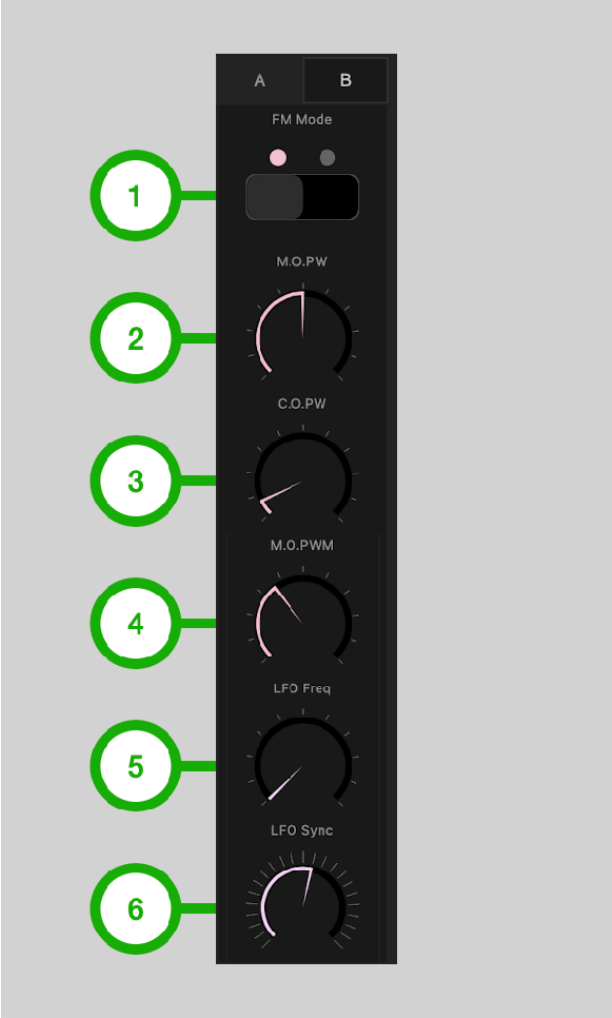
3. Inv Src
Select source of inverter input.

4. Delay
Adjust value of Decay send level.

5. C/F
Adjust value of C/F send level.

6. Reverb
Adjust value of Reverb send level.

B



1. FM Mode
Select oscillator FM mode.

2. M.O.PW
Adjust pulse width of mod oscillator.

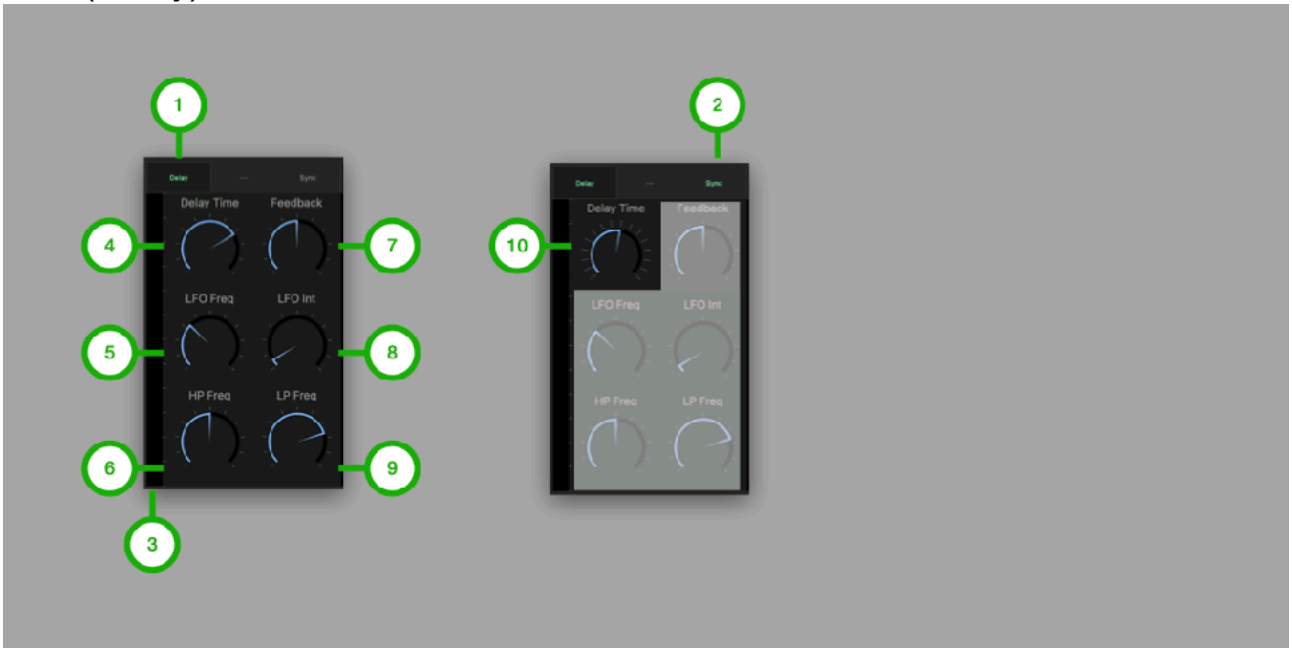
3. C.O.PW
Adjust pulse width of complex oscillator.

4. M.O.PWM
Adjust amount of pulse width modulation of mod oscillator.

5. LFO Freq
Adjust frequency of LFO.

6. LFO Sync
Adjust tempo sync value of LFO.

DLY (Delay)



1. Main Tab
Tap to Select Main Tab.

2. Sync Switch
Tap to enable / disable tempo sync.

3. Level Meter
Indicate output level of the delay.

4. Delay Time
Adjust delay time.

5. LFO Frequency
Adjust frequency of LFO (low frequency oscillator).

6. HP Frequency
Adjust frequency of high pass filter for the delayed sound.

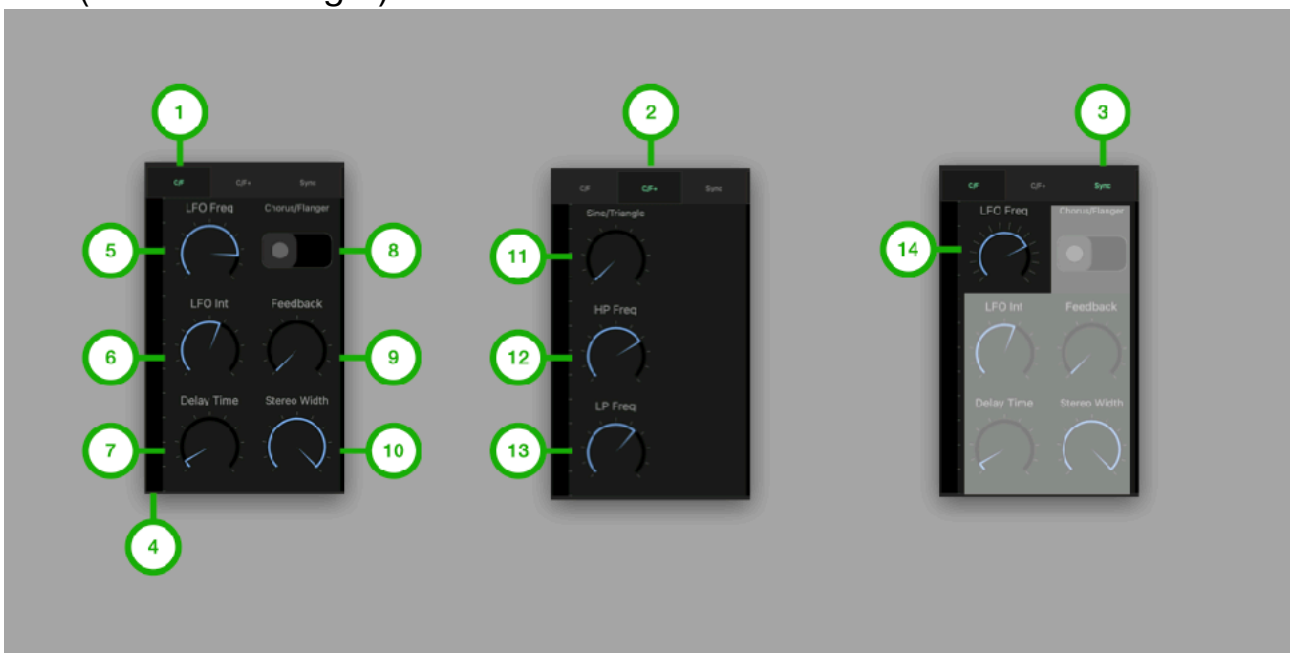
7. Feedback
Adjust amount of the feedback.

8. LFO Int
Adjust amount of LFO delay time modulation.

9. LP Frequency
Adjust frequency of low pass filter for the delayed sound.

10. Delay Time (sync)
Adjust delay time which is synced to the current tempo.

C/F (Chorus / Flanger)



1. Main Tab
Tap to Select Main Tab.

2. Sub Tab
Tap to select Sub Tab.

3. Sync Switch
Tap to enable / disable tempo sync.

4. Level Meter
Indicate output level of the chorus / flanger.

5. LFO Freq
Adjust frequency of the LFO.

6. LFO Int
Adjust amount of LFO delay time modulation.

7. Delay Time
Adjust delay time.

8. Chorus/Flanger
Select Chorus or Flanger.

9. Feedback
Adjust amount of the feedback.

10. Stereo Width
Adjust stereo width.

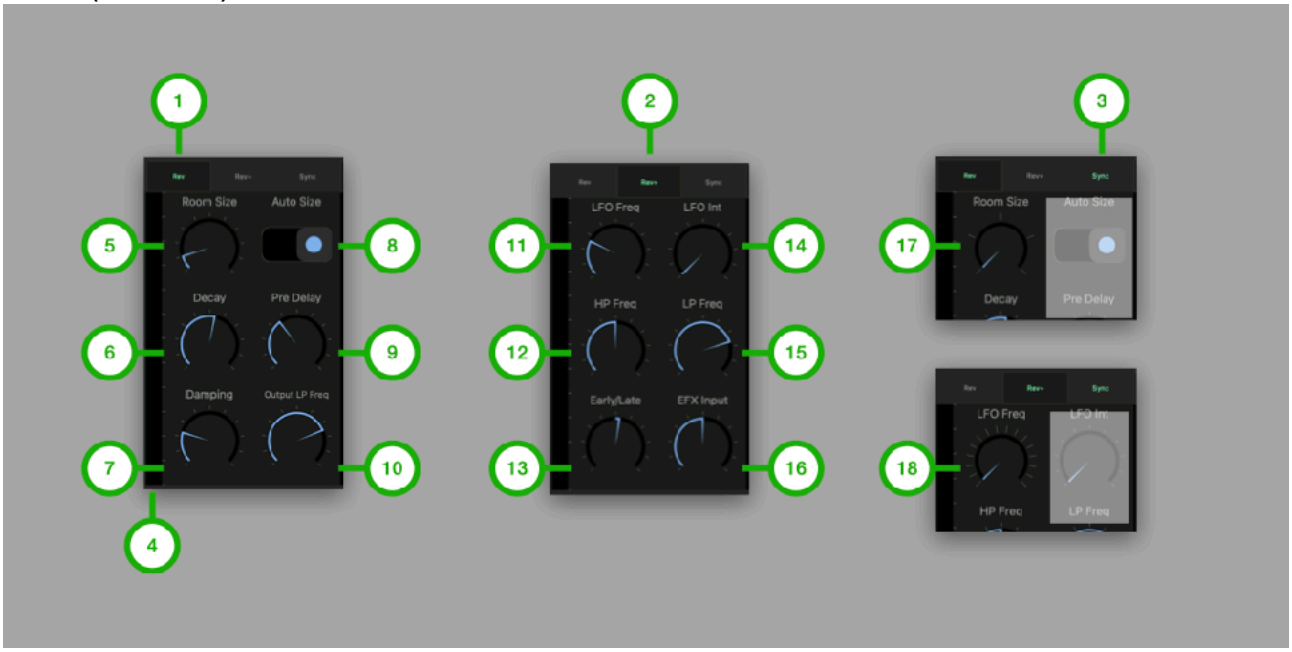
11. Sine/Triangle
Adjust shape of the LFO waveform.

12. HP Freq
Adjust frequency of high pass filter for the effected sound.

13. LP Frequency
Adjust frequency of high pass filter for the effected sound.

14. LFO Frequency (sync)
Adjust LFO frequency which is synced to the current tempo.

REV (Reverb)



1. Main Tab
Tap to Select Main Tab.

2. Sub Tab
Tap to select Sub Tab.

3. Sync Switch
Tap to enable / disable tempo sync.

4. Level Meter
Indicate output level of the reverb.

5. Size
Adjust room size of the late reflection.

6. Decay
Adjust decay of the late reflection.

7. Damp
Adjust absorption of high frequency in the late reflection.

8. Auto Size
Select to enable / disable auto size mode.

9. Pre Delay
Adjust pre delay time of the early reflection.

10. LP Frequency
Adjust frequency of output low pass filter.

11. LFO Frequency
Adjust frequency of LFO (low Frequency oscillator).

12. HP Frequency
Adjust frequency of input high pass filter.

13. Early/Late
Adjust amount of the early reflection and amount of the late reflection.

14. LFO Int
Adjust amount of LFO delay time modulation.

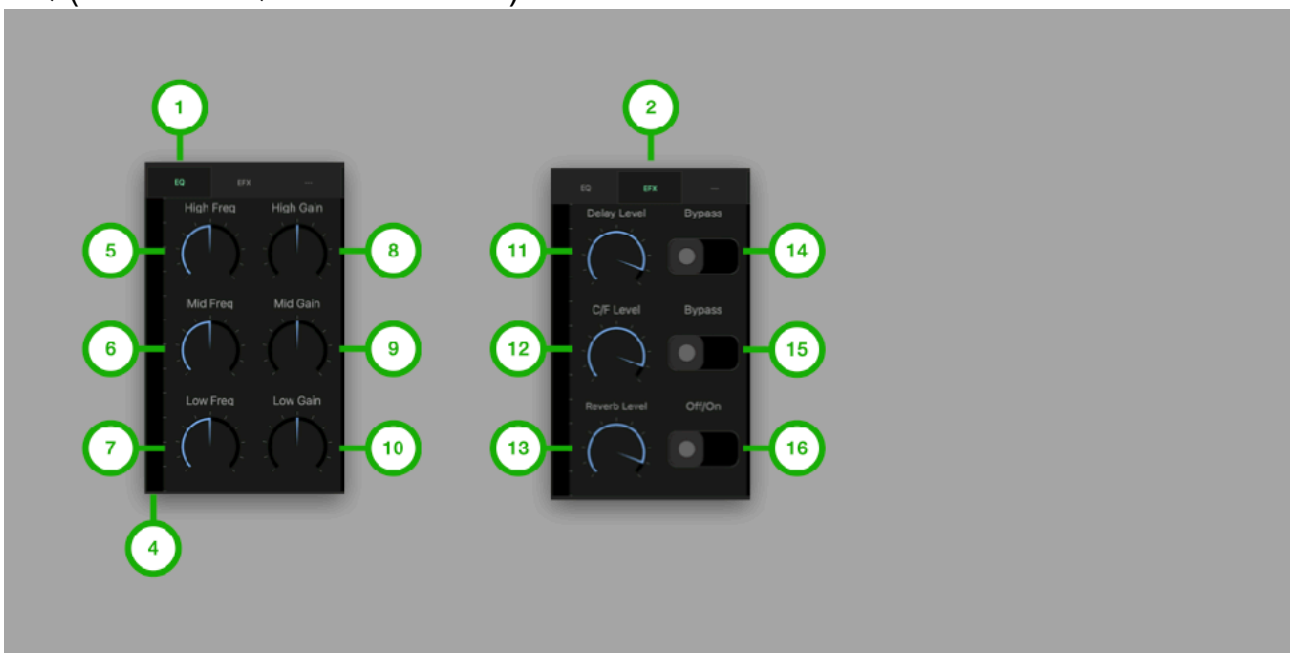
15. LP Frequency
Adjust frequency of input low pass filter.

16. EFX Input
Adjust amount of input signal from delay and chorus.

17. Size (sync)
Adjust room size which is synced to the current tempo.

18. LFO Frequency (sync)
Adjust LFO frequency which is synced to the current tempo.

EQ (3 Band EQ / Effect Mixer)



1. Main Tab
Tap to Select Main Tab.

2. EFX Tab
Tap to select EFX Tab.

3. Level Meter
Indicate output level of the EQ.

4. High Frequency
Adjust frequency of high shelving filter.

5. Mid Frequency
Adjust frequency of mid peak / notch filter.

6. Low Frequency
Adjust frequency of low shelving filter.

7. High Gain
Adjust gain of the high shelving filter.

8. Mid Gain
Adjust gain of the mid peak / notch filter.

9. Low Gain
Adjust gain of the low shelving filter.

10. Delay Level
Adjust level of delay.

11. C/F Level
Adjust level of chorus / flanger.

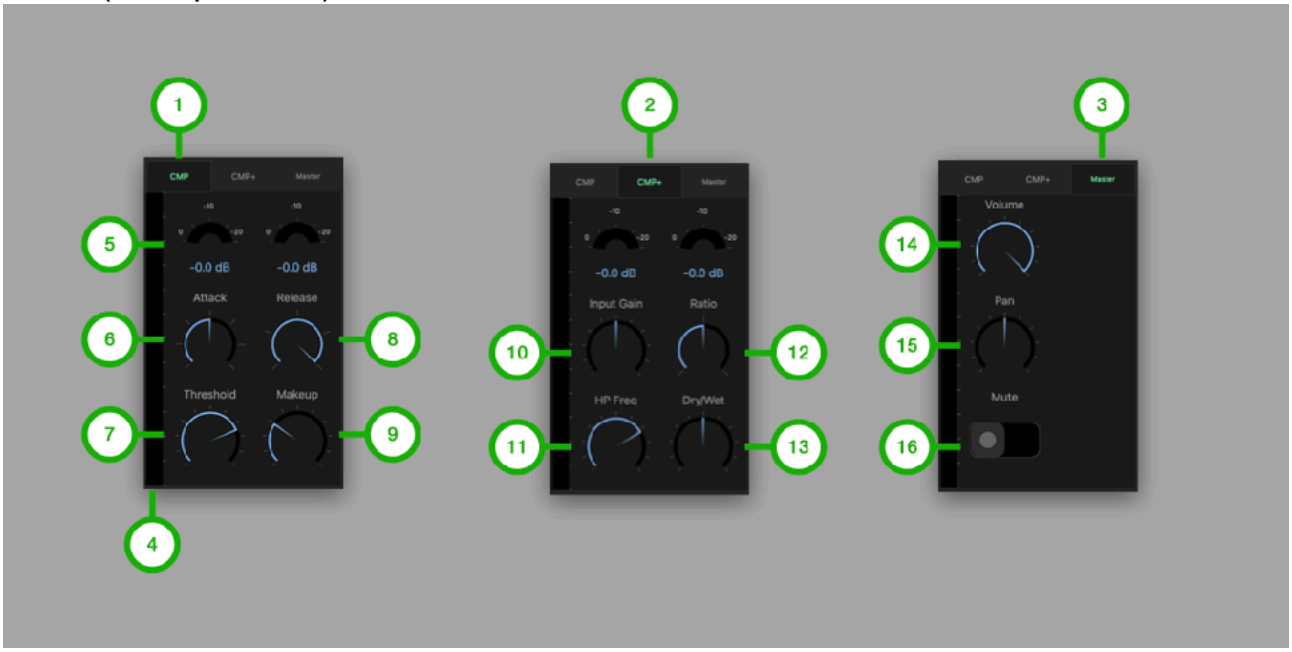
12. Reverb Level
Adjust level of reverb.

13. Delay Bypass
Turn on/off bypass delay effect.

14. C/F Bypass
Turn on/off bypass chorus / flanger effect.

15. Reverb Bypass
Turn on/off bypass reverb effect.

CMP (Compressor)



1. Main Tab
Tap to Select Main Tab.

2. Sub Tab
Tap to select Sub Tab.

3. Master Tab
Tap to select Aux Tab.

4. Level Meter
Indicate level of the master output.

5. Reduction Gain Meter
Indicate amount of gain reduction.

6. Attack
Adjust time to start compression.

7. Threshold
Adjust level of threshold to begin compression.

8. Release
Adjust time to end compression.

9. Makeup
Adjust amount of makeup gain.

10. Input Gain
Adjust amount of input gain.

11. HP Frequency
Adjust frequency of high pass filter at the input of the compressor.

12. Ratio
Adjust compression ratio.

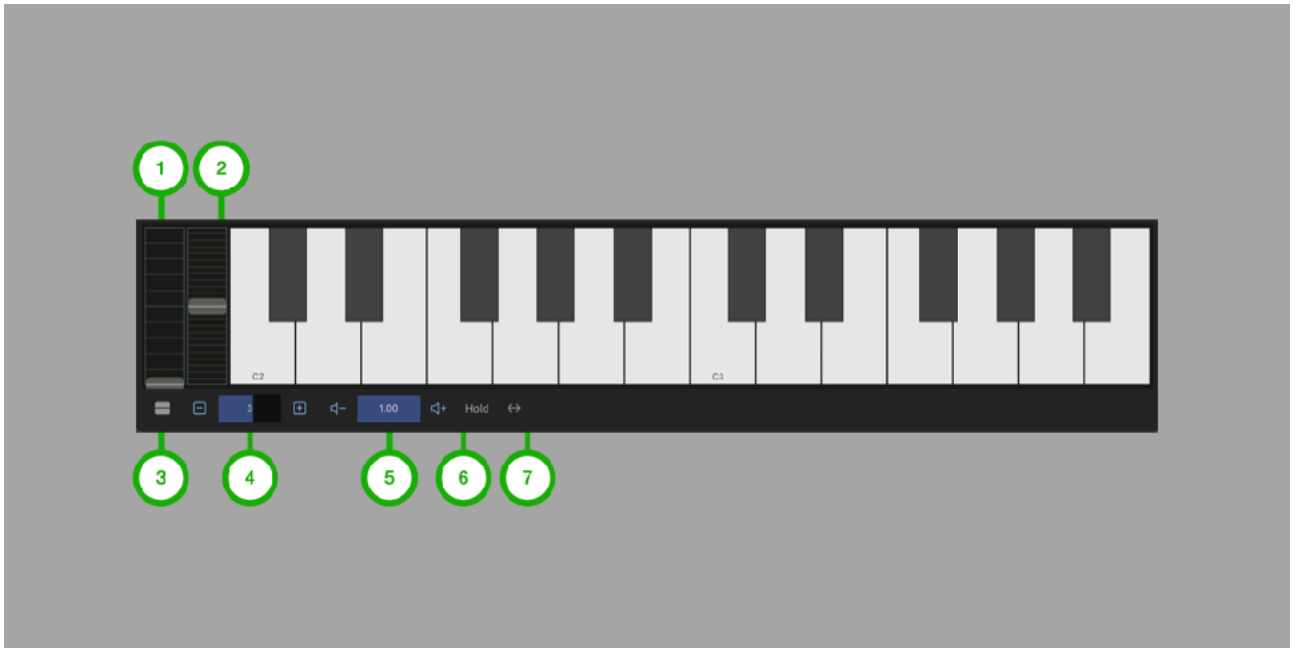
13. Dry/Wet
Adjust amount of the dry and wet signal.

14. Volume
Adjust master volume.

15. Pan
Adjust master pan.

16. Mute
Turn on/off mute.

Keyboard



1. Modulation Wheel
Adjust amount of the modulation.

2. Pitch Wheel
Adjust pitch of the oscillators. Range is plus / minus one octave.

3. Split Button
Tap this button to split keyboard.

4. Key Range
Use plus / minus buttons to adjust range of the keyboard. Indicator shows lowest note of the keyboard[1]. When “Midi Monitor” is enabled, the range is automatically set based on the incoming midi note.

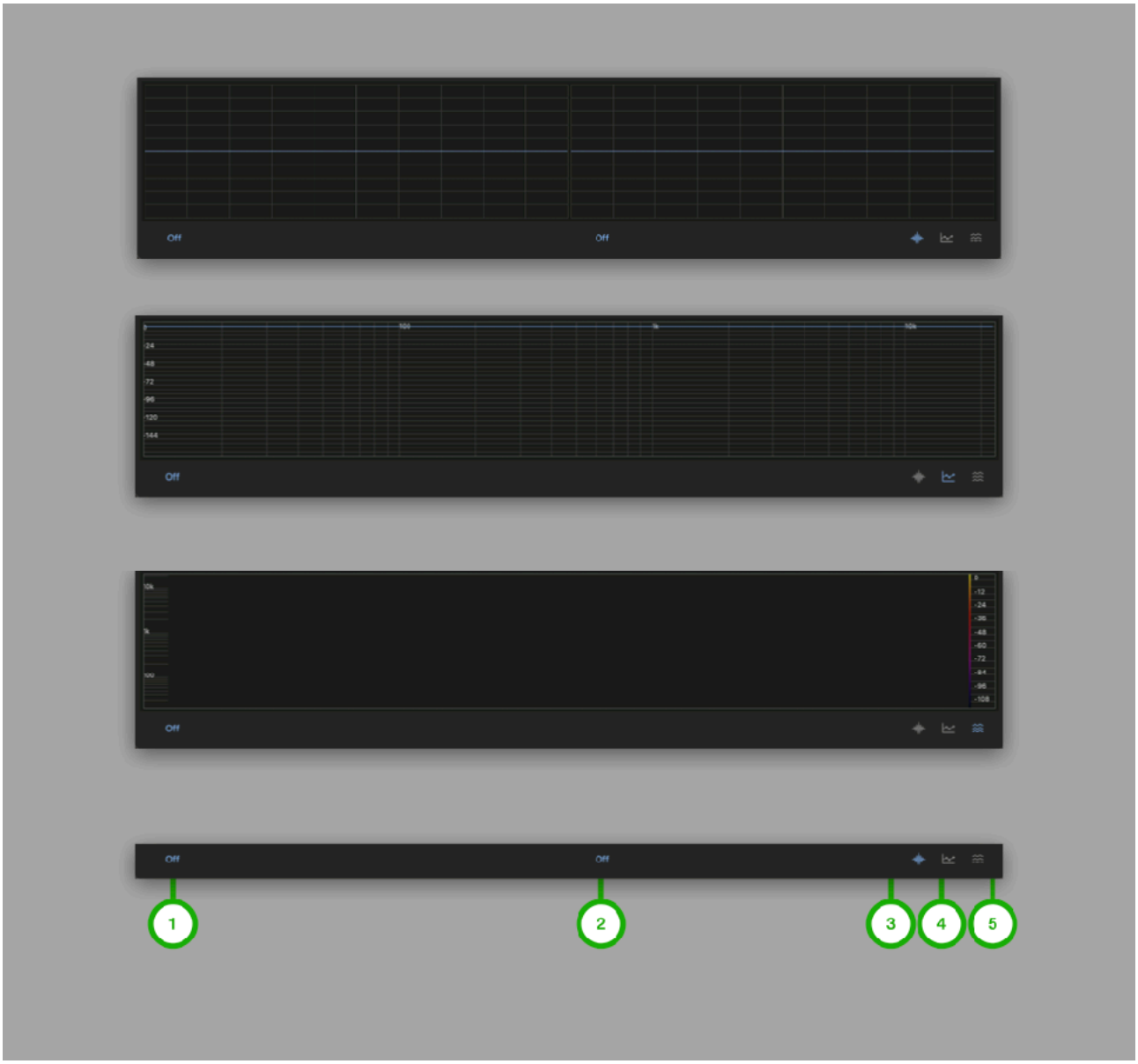
5. Velocity
Use plus/minus button to adjust keyboard velocity.

6. Hold
Tap this button to enable /disable key holding.

7. Scroll
Tap this button to enable/disable keyboard scrolling.

[1] Middle C (midi note 60) is C3.

Visualizer



1. Audio Source Selector
Tap this button to show a list. Select audio source for the visualization.

2. Audio Source Selector
Tap this button to show a list. Select audio source for the visualization.

3. Oscilloscope Button
Tap this button to select Oscilloscope.

4. Spectrum Plot Button
Tap this button to select Spectrum Plot.

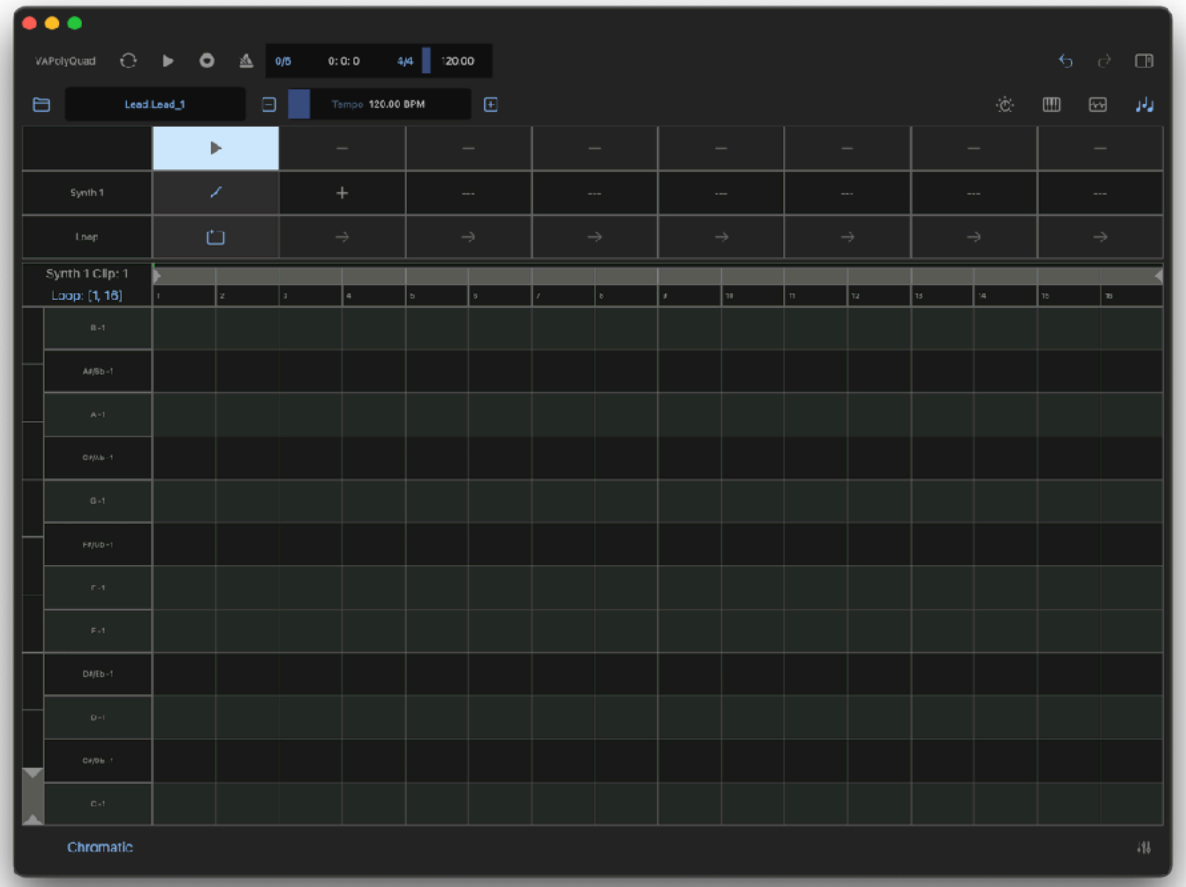
5. Spectrogram Button
Tap this button to select Spectrogram.

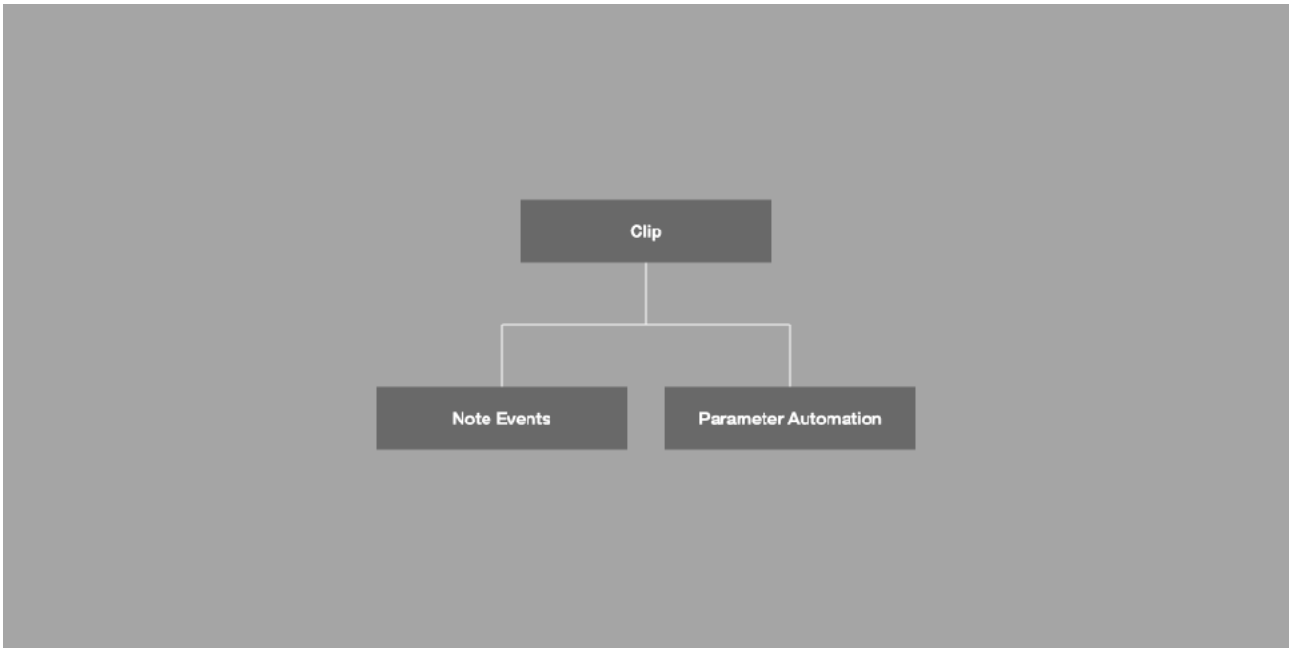
Tap and hold (right click on macOS) to show context menu.

Select a tool for audio visualization. Options are Oscilloscope, Spectrum Plot and Spectrogram.

Select a source of audio for the visualization.

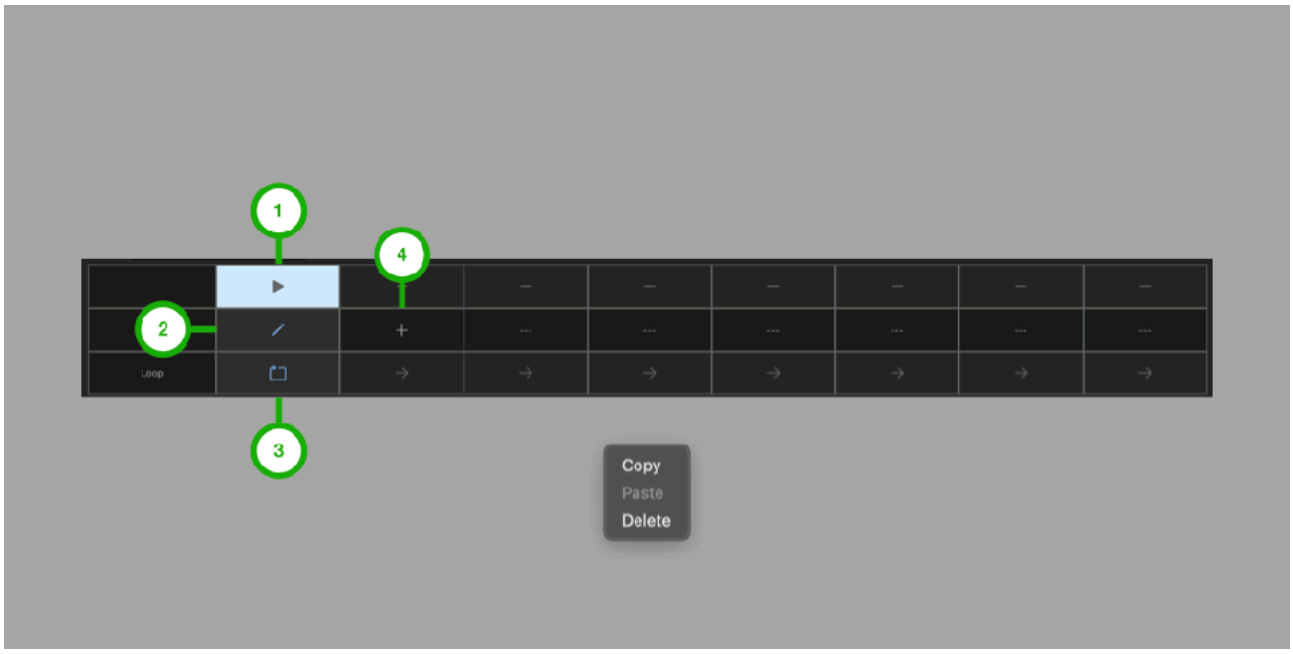
Sequencer





Clip contains note events and parameter automation events for each timbral. Maximum length of clip is 16 bars. Maximum number of clips are 8.

Clip Editor



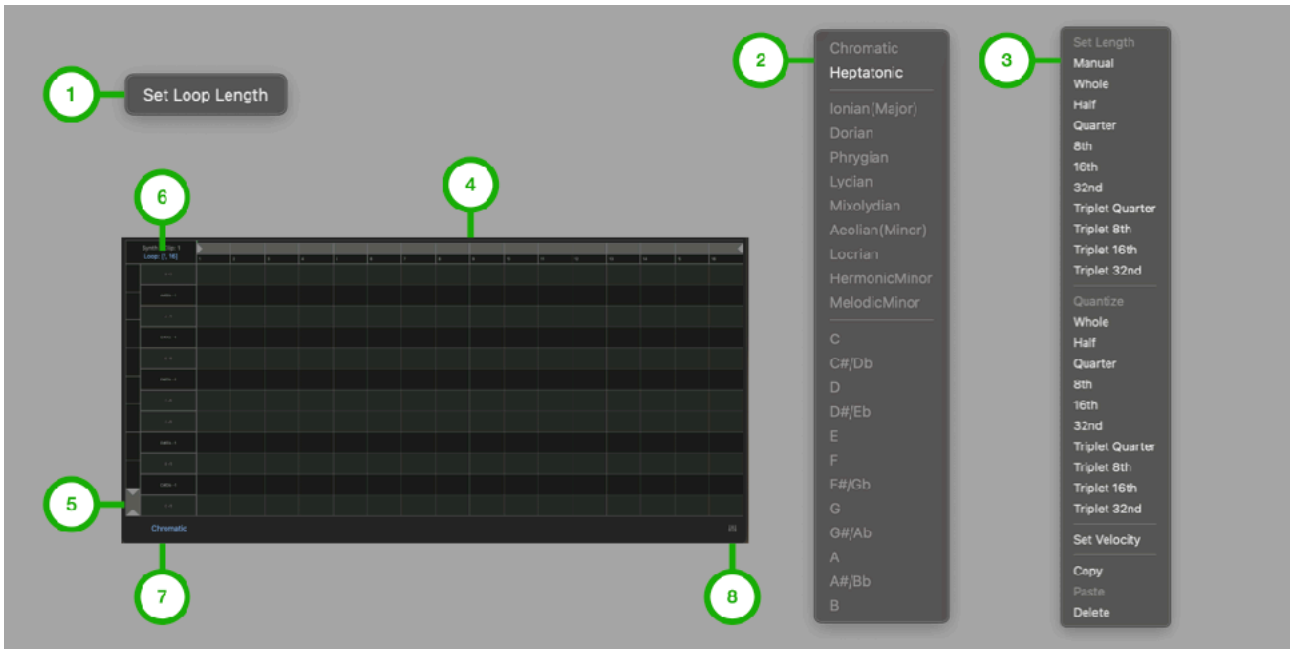
1. Launch Button
Tap this button to play/stop clip.

2. Edit Button
Tap this button to open piano roll editor.

3. Loop Selector
Select loop options.

4. Add Button
Tap this button to add edit button.

Piano Roll Editor



1. Loop Menu
Press and hold (right click on macOS) Time Range Selector to show this menu. Tap on “Set Loop Length” to set loop length to current length selected by the Time Range Selector.

2. Scale Menu
Press and hold (right click on macOS) editor to show this menu.

3. Editing Menu
Press and hold (right click on macOS) note to show this menu.

4. Time Range Selector
Select time range for editing and for loop length. On iOS, pinch gesture control zooming and drag gesture control scroll position.

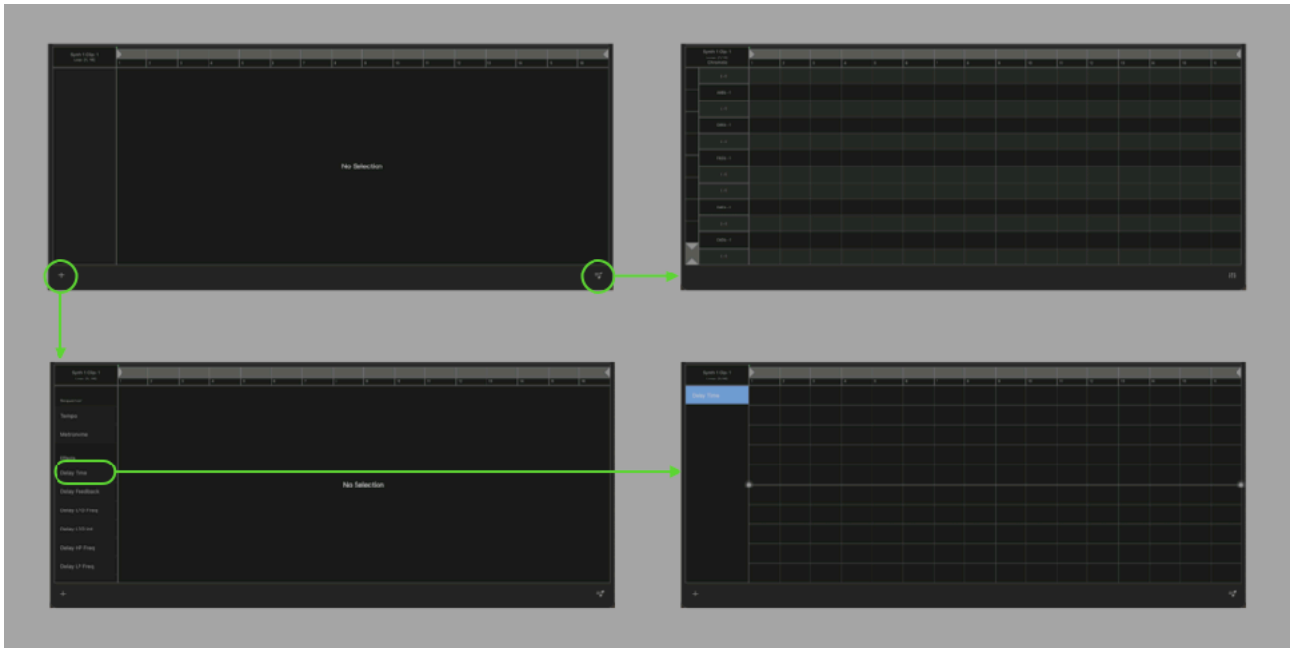
5. Note Range Selector
Select note range for editing. On iOS, pinch gesture control zooming and drag gesture control scroll position.

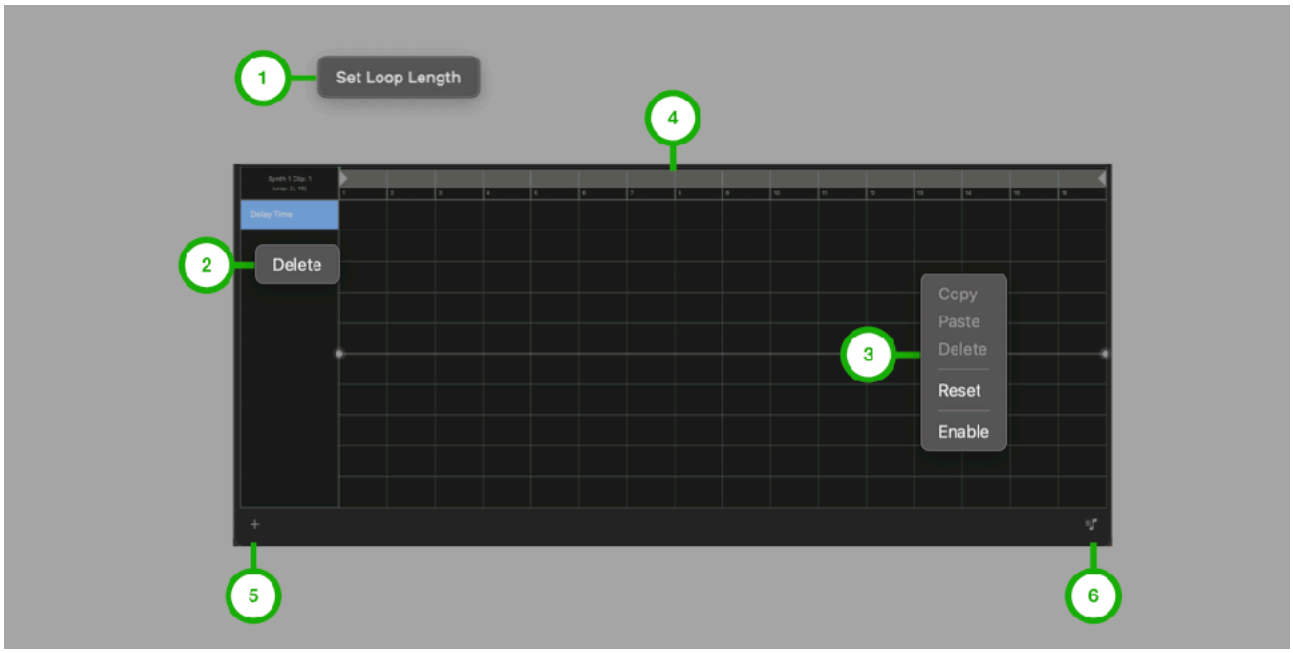
6. Loop Range
Tap this button to show Loop Menu.

7. Scale
Tap this button to show Scale Menu

8. Parameter Automation Button
Tap this button to show Parameter Automation Editor

Parameter Automation Editor





1. Loop Menu
Press and hold (right click on macOS) Time Range Selector to show this menu. Tap on “Set Loop Length” to set loop length to current length selected by the Time Range Selector.

2. List Menu
Press and hold (right click on macOS) item in parameter list to show this menu.

3. Editing Menu
Press and hold (right click on macOS) editor to show this menu.

4. Time Range Selector
Select time range for editing and for loop length.

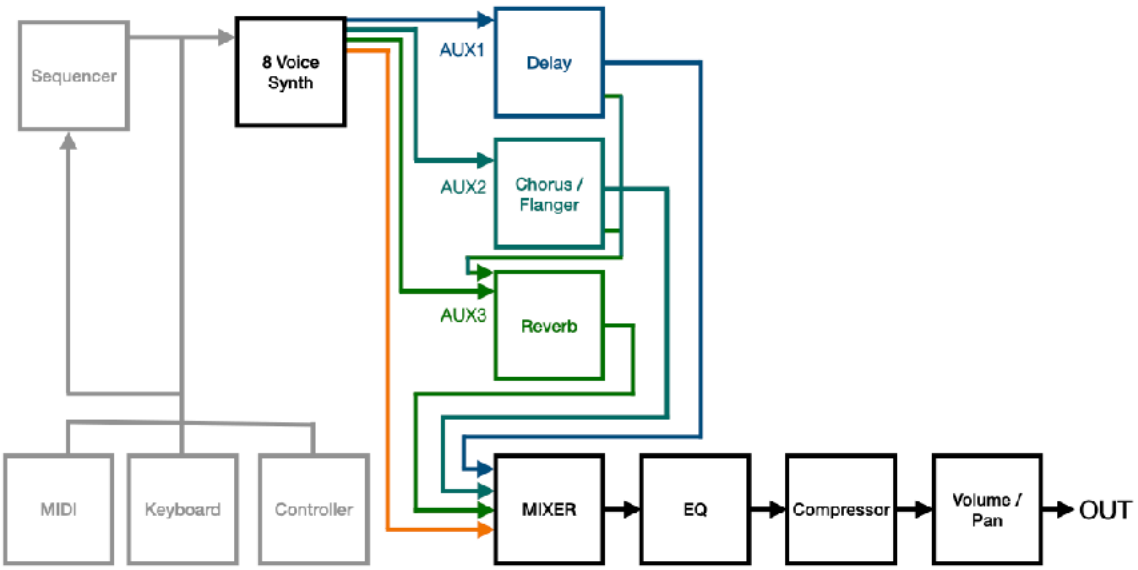
5. Add Button
Tap this button to select parameter to edit.

6. Piano Roll Button
Tap this button to show piano roll editor.

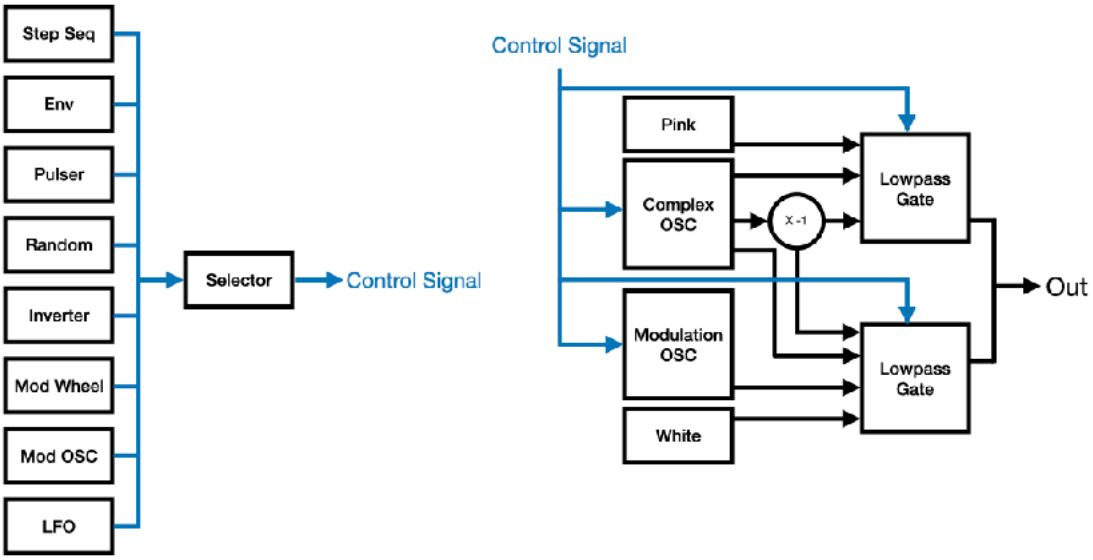
Synthesizer

VAPolyWest features 8 voice polyphonic synthesizer. Each voice contains two oscillators, two lowpass gates to produce sound for the single note.

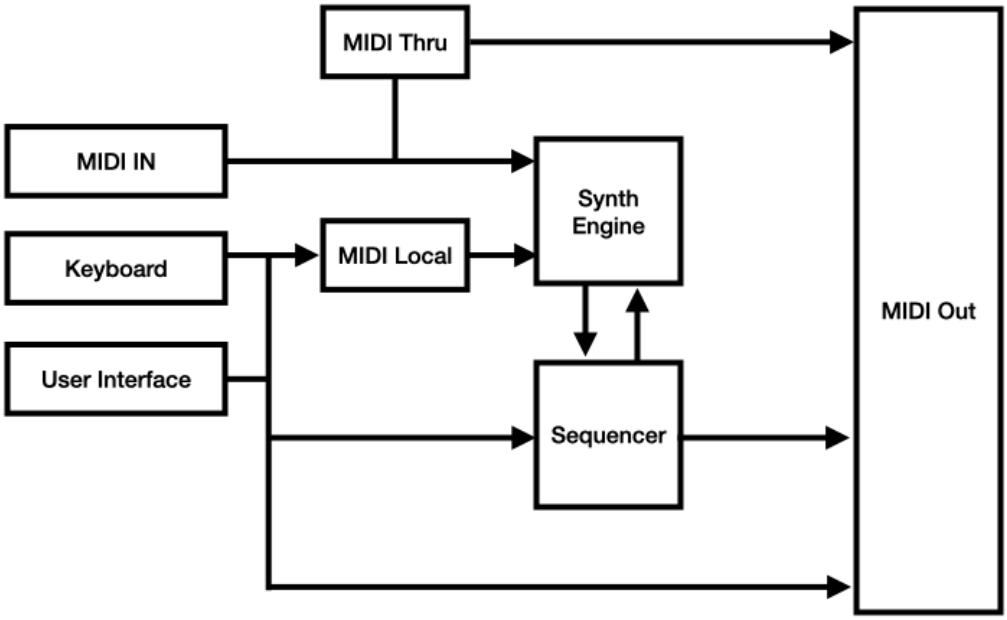
Block diagram



Block diagram Single Voice



Control Signal & MIDI Flow



Modulation Oscillator

Modulation oscillator can be used as modulation source of complex oscillator and/or can be used as audio signal source for lowpass gate 2. The oscillator generates continuously variable wave shape, from triangle wave to saw wave and from the saw wave to square wave.

Quantize

Control signal for frequency can be quantized as chromatic scale note, major scale note or minor scale note.

Range

Set frequency range as high or low.

Fine

Adjust pitch of the oscillator. (+/- 50 cents)

Keyboard

When this switch is turned on, pitch is controlled by keyboard.

Wave Shape

Adjust shape of the waveform. Fully counter clockwise position is Triangle, center is Saw, and fully clockwise position is Square.

Mod Type

Select modulation type from options which are FM, AM and PWM.

Frequency

Adjust pitch of the oscillator (+/- 48 semitones). When KBD switch is turned off, the pitch can be adjusted by frequency value. When Range is selected as low, the frequency can be adjusted from 0.04Hz to 42.2Hz.

CV Int

Adjust amount of control signal.

Source

Select source of the control signal.

Modulation

Adjust amount of the modulation, which apply to complex oscillator.

CV Int

Adjust amount of control signal.

Source

Select source of the control signal.

Complex Oscillator

Complex oscillator generates audio signal which is mix of continuously variable wave shape signal and output of wave folder.

Quantize

Control signal for pitch can be quantized as chromatic scale note, major scale note or minor scale note.

Polarity

Set polarity of control signal for pitch.

Fine

Adjust pitch of the oscillator. (+/- 50 cents)

Keyboard

When this switch is turned on, pitch is controlled by keyboard.

Wave Shape

Adjust shape of the waveform. Fully counter clockwise position is Triangle, center is Saw, and fully clockwise position is Square.

Mix

Adjust balance of continuously variable wave shape signal and output of wave folder.

Pitch

Adjust pitch of the oscillator (+/- 48 semitones). When KBD switch is turned off, the pitch can be adjusted by pitch value.

CV Int

Adjust amount of control signal.

Source

Select source of the control signal.

Timbre

Adjust amount of wave folding.

CV Int

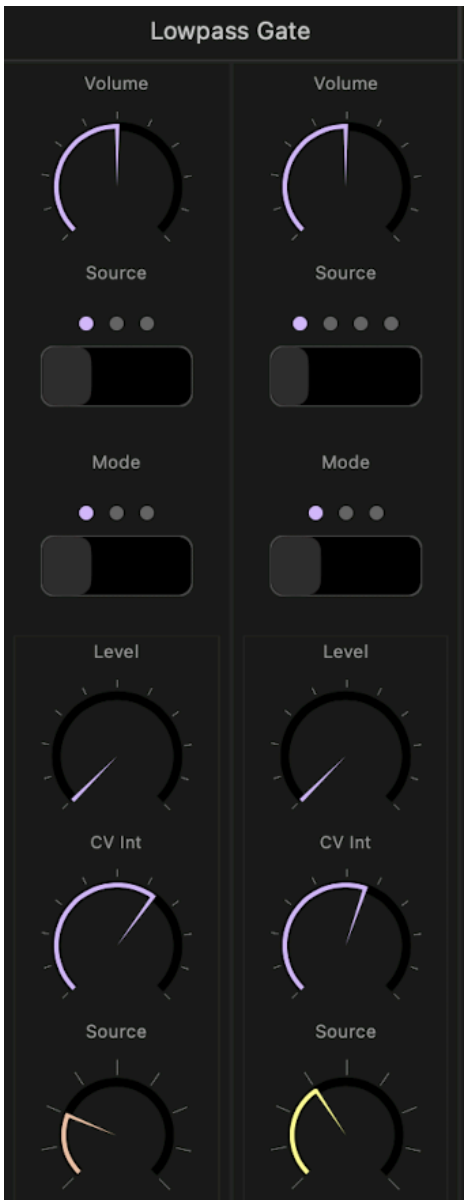
Adjust amount of control signal.

Source

Select source of the control signal.

Lowpass Gate

Lowpass gate apply lowpass filter to input signal and amplify the signal for output.



Volume

Adjust volume of output signal.

Source

Select source of input signal.

Mode

Select operation mode from options which are lowpass, VCA and both of them.

Level

Adjust cit off frequency of lowpass filter and amount of amplification.

CV Int

Adjust amount of control signal.

Source

Select source of the control signal.

Seq Vol

Seq Vol (sequenced voltage generator) is 5 step sequencer to generate control signal and trigger.

TRG Src

Select source of trigger to advance step of sequencer. Options are KBD, pulser and env.

Level 1

Adjust level of control signal output for step 1.

Level 2

Adjust level of control signal output for step 2.

Level 3

Adjust level of control signal output for step 3.

Level 4

Adjust level of control signal output for step 4.

Level 5

Adjust level of control signal output for step 5.

Stages

Set loop length.

TRG 1

Turn on/off trigger output for step 1.

TRG 2

Turn on/off trigger output for step 2.

TRG 3

Turn on/off trigger output for step 3.

TRG 4

Turn on/off trigger output for step 4.

TRG 5

Turn on/off trigger output for step 5.

Env

Env (Envelope Generator) generates AHR (Attack, Hold, Release) envelope and can be self-looping.

TRG Src

Select source of trigger. Options are KBD, pulser and seq.

Mode

Select operation mode. Sustained: length of sustain is controlled by keyboard. Transient: length of sustain is controlled by control signal. Self: envelope is looped by itself.

Sync

Select tempo sync note length.

Attack

Adjust amount of attack time.

CV Int

Adjust amount of control signal.

Source

Select source of the control signal.

Sustain

Adjust amount of sustain time.

CV Int

Adjust amount of control signal.

Source

Select source of the control signal.

Decay

Adjust amount of decay time.

CV Int

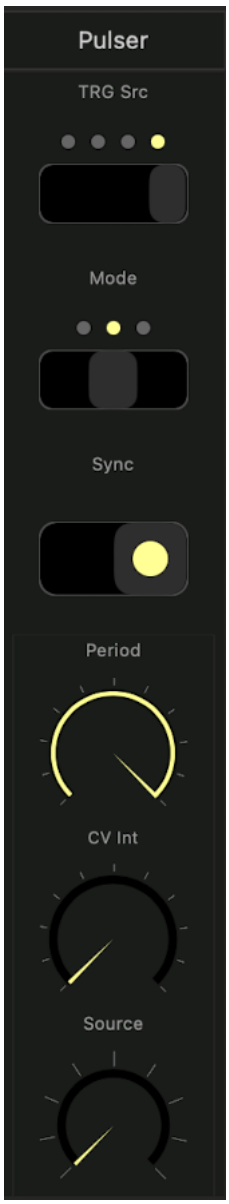
Adjust amount of control signal.

Source

Select source of the control signal.

Pulser

Pulser generates HR (Hold & Release) envelope and can be self-looping.



TRG Src

Select source of trigger.

KBD: Keyboard
Self: Self-looping
Seq: Sequencer
External: Play/Stop control

Mode

Select operation mode.

Sustained: generate HR envelope.
Transient: generate saw shape envelope.
Pulse: generate pulse shape envelope.

Sync

Turn on/off temp sync.

Period

Adjust amount of decay time.

CV Int

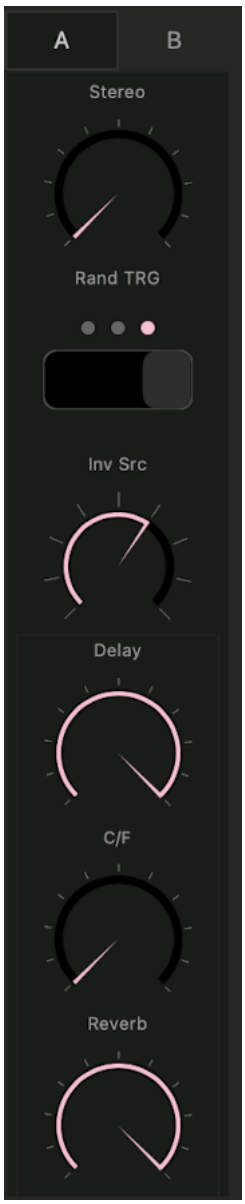
Adjust amount of control signal.

Source

Select source of the control signal.

A

Additional parameters.



Stereo

Adjust stereo width.

Rand TRG

Select source of trigger for random generator.

Inv Src

Select input signal for inverter.

Delay

Adjust amount of delay send level.

C/F

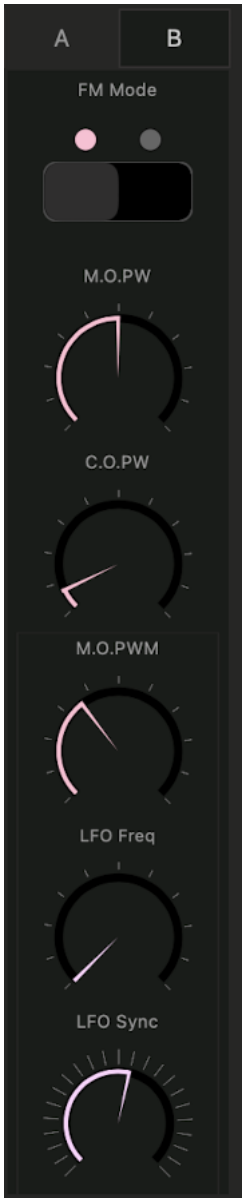
Adjust amount of C/F send level.

Reverb

Adjust amount of reverb send level.

B

Adjust amount of delay send level.



FM Mode

Select oscillator FM Mode.

Exponential: The frequency is modulated by volts per octave basis (+/- 4 octaves).

Linear: frequency is modulated by hertz per volt basis (+/- 2.25 octaves).

M.O.PW

Adjust pulse width of Mod Oscillator.

C.O.PW

Adjust pulse width of Complex Oscillator.

M.O.PWM

Adjust amount for pulse width modulation of Mod Oscillator by Sine Wave LFO.

LFO Freq

Adjust frequency of Sine Wave LFO.

LFO Sync

Adjust tempo sync note length of Sine Wave LFO.

Effect Output Mixer

Output Signals from the effects can be adjusted by effect mixer.

Delay Level

Adjust level of delay signal to EQ.

Delay Bypass

Turn off to bypass delay.

C/F Level

Adjust level of Chorus / Flanger signal to EQ.

C/F Bypass

Turn off to bypass Chorus / Flanger.

Reverb Level

Adjust level of Reverb Signal to EQ.

Reverb Bypass

Turn off to bypass Reverb.

Master Output

Level and Pan of the master output can be adjusted in master tab of compressor.

Volume

Adjust level of the master output.

Pan

Adjust pan of the master output.

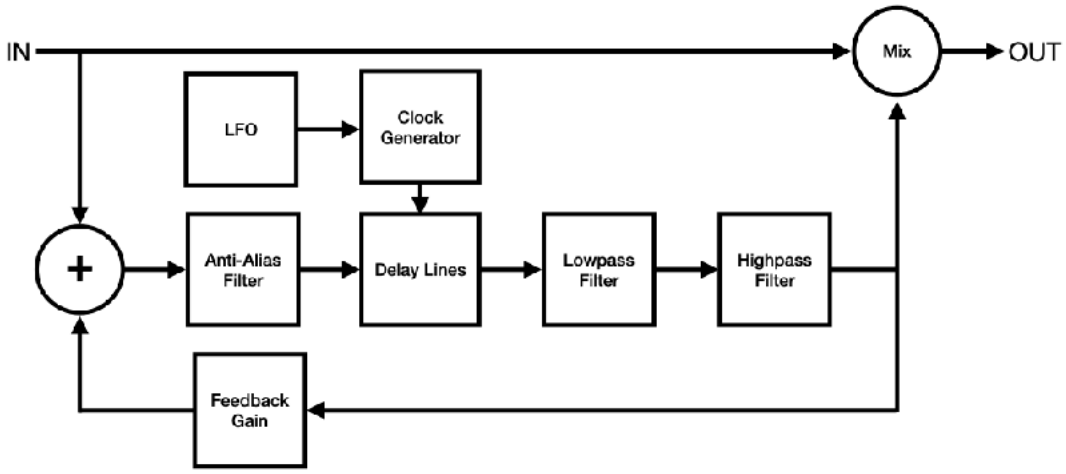
Mute

Turn on to mute master output.

Effects

Delay

Signal Flow



Delay Time

Adjust delay time from 20 ms to 1200 ms. When sync switch is turned on, delay time can be set as note value which is synchronized to the tempo. Valid range of the note value is automatically adjusted base on the current tempo.

Regeneration

Adjust feedback from 0 % to 100 %. You can change sound of the feedback by adjusting frequency of the high-pass filter and the low-pass filter.

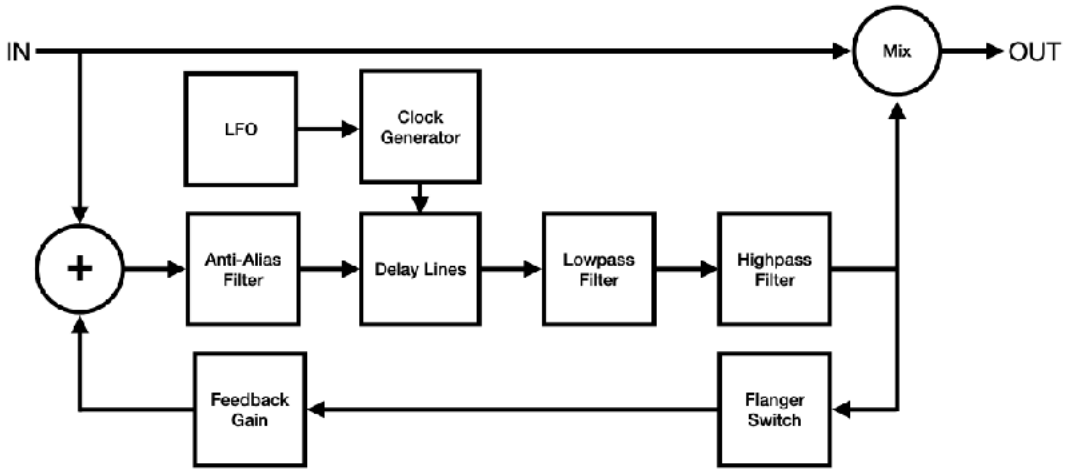
Modulation

Modulation can be applied to the delayed signal. LFO (Low Frequency Oscillator) generates sine wave for the modulation.

Adjust LFO frequency from 0.01 Hz to 10 Hz.
Adjust LFO Intensity from 0 to 1.0, which adjust modulation width from 0 ms to +/- 10 ms.

Chorus / Flanger

Signal Flow



Input Signal Level

Level of input signal should be about -6dB or less. If the input signal is too hot, it will cause distortion in output signal.

Effect Type

Select effect type from chorus or flanger. Ranges of the delay time and the LFO Intensity change based on the selected effect type.

Modulation Speed

LFO Frequency dial controls speed of the modulation. When sync switch is turned on, LFO Frequency can be set as note value which is synchronized to the tempo. Valid range of the note value is automatically adjusted base on the current tempo.

Modulation Width

LFO Intensity dial controls width of the modulation and delay time dial controls center position of the modulation.

When chorus effect is selected, range of the LFO intensity is from 0 ms to 1 ms and range of the delay time is from 1 ms to 40 ms.

When flanger effect is selected, range of the LFO intensity is from 0 ms to 12 ms and range of the delay time is from 1 ms to 13 ms.

Rotate delay time dial counterclockwise to emphasize higher frequency or clockwise to emphasize lower frequency.[2]

LFO Shape

LFO shape dial controls shape of the LFO waveform. When the dial is rotated fully counterclockwise, shape of the waveform is sine wave. When the dial is rotated fully clockwise, shape of the waveform is triangle wave.

Stereo Width

Stereo Width dial controls phase offset of the LFO. When the dial is rotated fully counterclockwise, stereo width is 0%. (phase offset is 0 degree) When the dial is rotated fully clockwise, stereo width is 100%. (phase offset is 180 degree)

Regeneration

Feedback dial controls amount of regeneration from 0 % to 100 %. Turning the feedback dial clockwise enhances amount of the feedback effect.

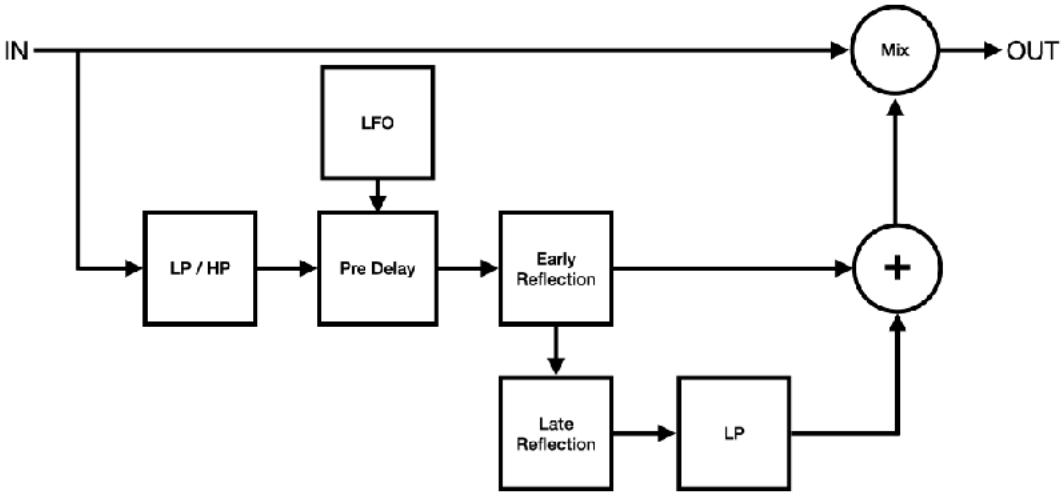
[2] If compared with manual knob of the analog flanger guitar pedal, emphasized frequency moves reverse direction.

Filters

Delayed signal is routed to high-pass filter and low-pass filter before mixed with dry signal. HP frequency controls frequency of the high-pass filter. LP frequency controls frequency of the low-pass filter.

Reverb

Signal Flow



Input Filter

Use Lowpass filter and high-pass filter to attenuate high frequency and low frequency of the input signal.

Pre Delay

Use pre delay to adjust amount of the time between the direct signal and beginning of the early reflection signal. This parameter can be used to express size of the space. Reflection takes short time to bounce back in small room and it takes long time in large room. Also this parameter can be used to separate dry signal and reverb signal in the mix.

Modulation Speed

LFO Frequency dial controls speed of the modulation. When sync switch is turned on, LFO Frequency can be set as note value which is synchronized to the tempo. Valid range of the note value is automatically adjusted base on the current tempo.

Modulation Width

LFO Intensity dial controls width of the modulation and pre delay time dial controls center position of the modulation. Range of the LFO intensity is from 0 ms to +/- 10 ms.

Size and Decay

Size dial controls reverb time of late reflection and decay dial controls length of the reverb tail. Decay time can be used to express size of the space and material of the surface. Reflective materials, such as concrete or hardwood, gives longer decay time.

When auto size switch is turned on, size dial controls value of the parameters including size, pre delay, decay, damp, output LP frequency and early/late mix.

When sync switch is turned on in auto size mode, total reverb length, which can be controlled by pre delay, size and decay, is adjusted by note value which is synchronized to the tempo.

Damping

Damp dial controls amount of high frequency absorption for the late reflection signal. Low damping values produce brighter reverb sound and high damping values produces darker reverb sound.

Output Filter

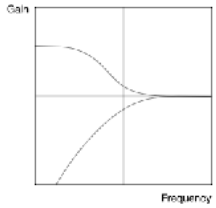
Use lowpass filter to cut high frequency of the reverb signal.

Early / Late Mix

Adjust balance of the early reflection signal and late reflection signal from 0% (early reflection) to 100% (late reflection).

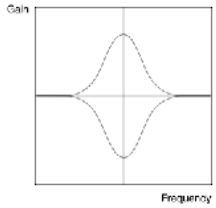
Equalizer

Low Shelving



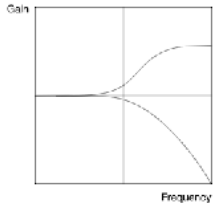
Adjust frequency of the filter from 21 Hz to 1092 Hz.
Adjust gain from minus infinity to +12 dB
When gain is turned fully anti clock wise, the filer becomes high pass filter.

Mid Peak / Notch



Adjust frequency of the filter from 151 Hz to 2389 Hz.
Adjust gain from -14 dB to +14 dB
Bandwidth is fixed to one octave.

High Shelving

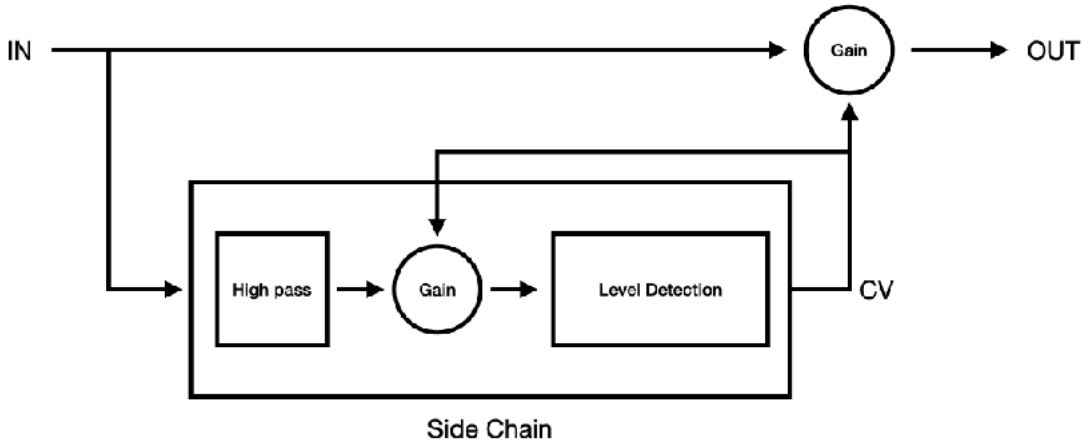


Adjust frequency of the filter from 296 Hz to 21096 Hz.
Adjust gain from minus infinity to +12 dB
When gain is turned fully anti clock wise, the filer becomes low pass filter.

Compressor

Overview

The compressor reduces dynamic range of audio signal. This is achieved by feedback topology as shown in the diagram below.

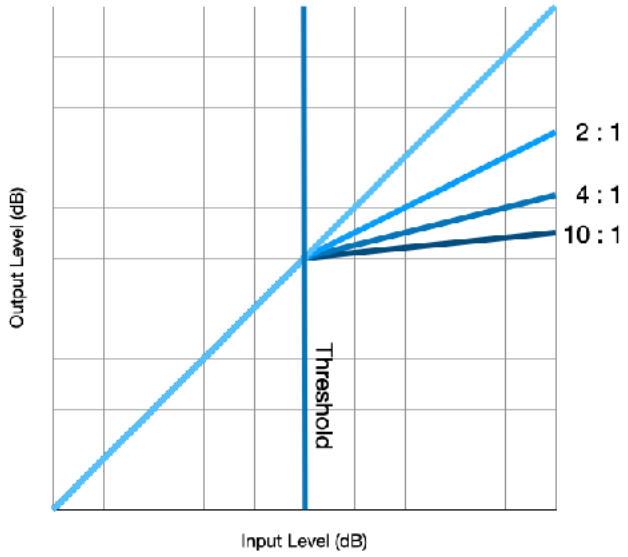


High pass filter is applied to the input of the side chain and the signal is routed to the gain stage in the side chain. The output of the gain stage is routed to the level detection. The level detector detects level of the input signal and generates control signal based on the level of the gain reduction required. The control signal is routed to the amplifier in the gain stage in the side chain to adjust level of the input signal from the high pass filter. The same control signal is also routed to the amplifier of the main gain stage to adjust level of the input signal.

The feedback topology is common in early analog compressors. Although there are several disadvantages to this topology, it is considered more musical than feed-forward design used in modern compressors. The feedback loop is implemented without unit delay to emulate behavior of the analog circuit.

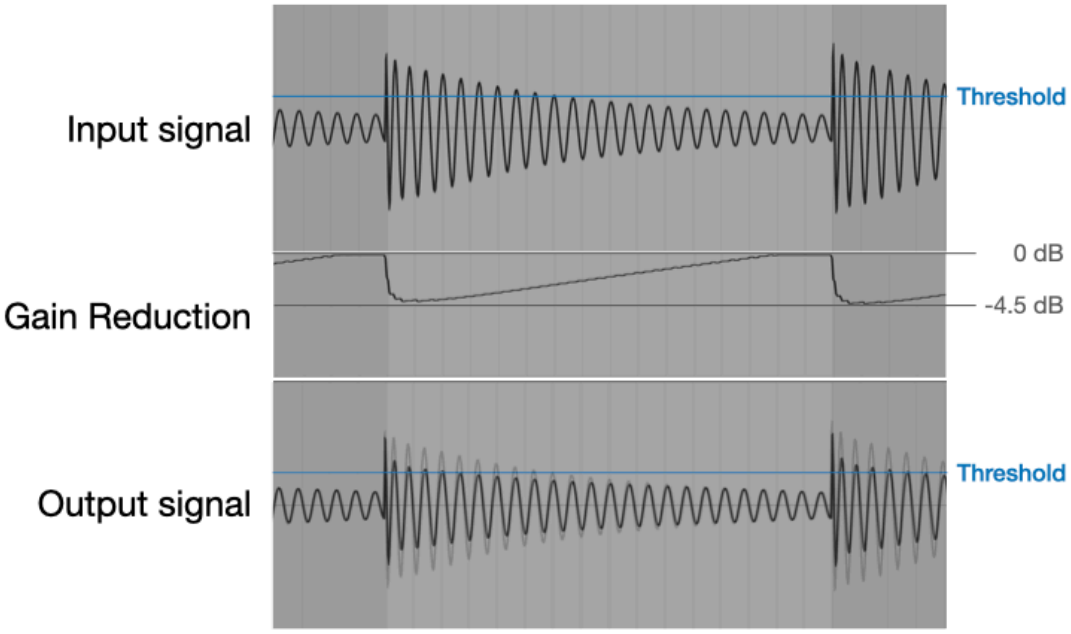
Threshold and Ratio

When level of the input signal passes above the threshold, the input signal is compressed by the ratio.

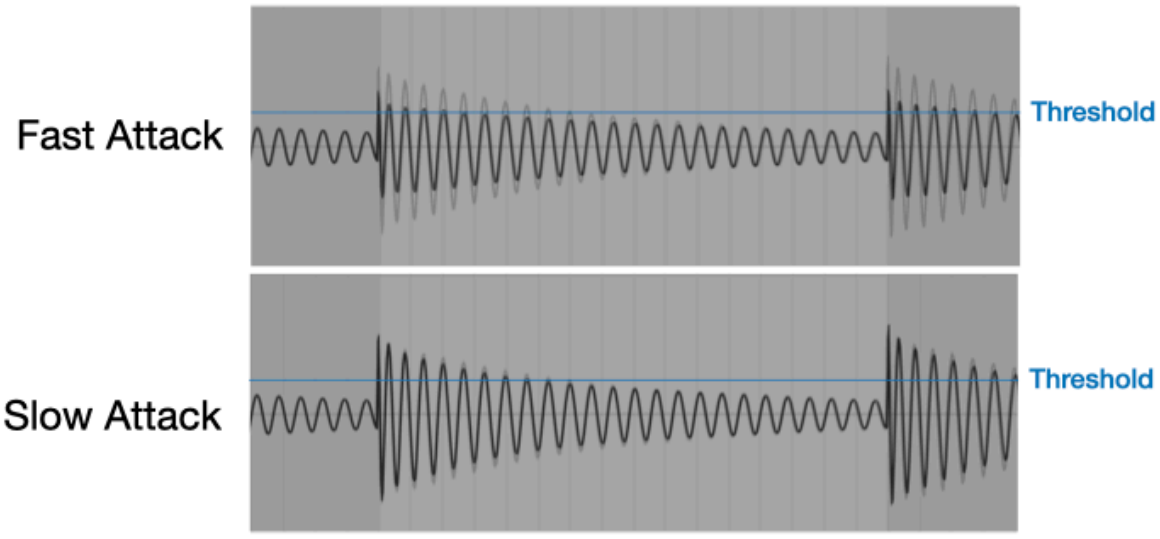


Attack and Release

Attack is the time it takes for the signal to be compressed by the given ratio. Release is the time it takes the gain reduction to return to zero.

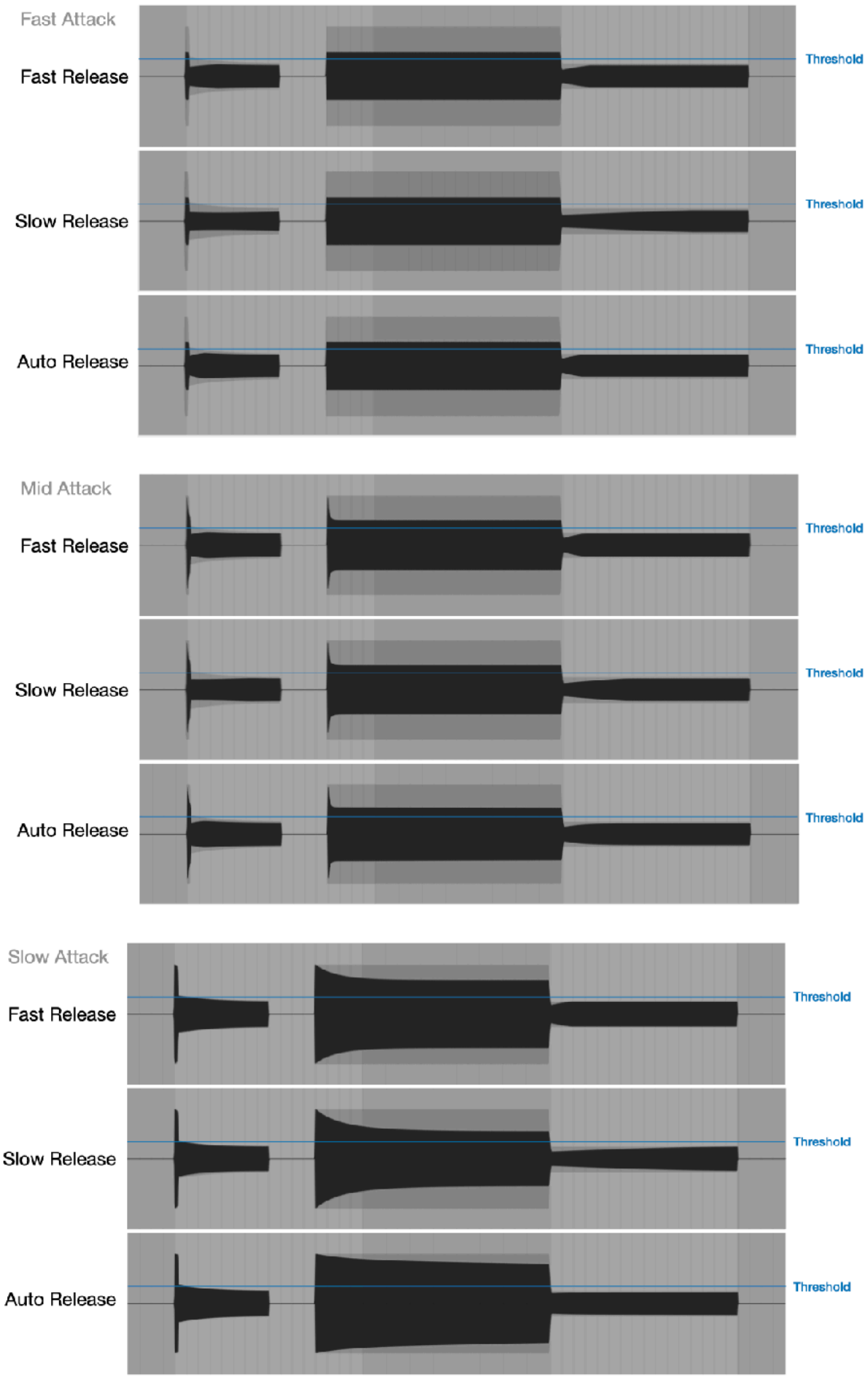


In this example, attack is 1 ms and release is 0.6 s. The initial transient pass through the compressor without gain reduction. It takes a while for the gain reduction to return to 0 dB after the input signal goes below the threshold.



Fast attack makes compressor to start gain reduction immediately after the input signal passes above the threshold. Slow attack, on the other hand, allows many of the transients to pass through compressor without gain reduction.

The figures below illustrate characteristic of the attack and the release. 1KHz Sine wave is used as an input signal (shown as transparent background images). It shows how compressor reacts with various combination of the attack and release settings.


Fast Attack
Fast Release
Threshold
Slow Release
Threshold
Auto Release
Threshold
Mid Attack
Fast Release
Threshold
Slow Release
Threshold
Auto Release
Threshold
Slow Attack
Fast Release
Threshold
Slow Release
Threshold
Auto Release
Threshold

Auto Release uses two time constants for the peak detector. It will react differently for the short transients and the long sustained sound.

Fast attack reduces the level of the transients and make sound soft, slow attack allows transients to pass through and gives a punch to the sound.

Fast release causes pumping and breathing effects. Slow release continues to reduce level for a long period of time after compressing louder part of the sound.

Side Chain High Pass Filter

-6 dB / octave high pass filter is applied to the input signal of the side chain. Frequency range is from 20 Hz to 185 Hz. This filter removes low frequency information from the input signal for the level detector to control excessive gain reduction and pumping effect.

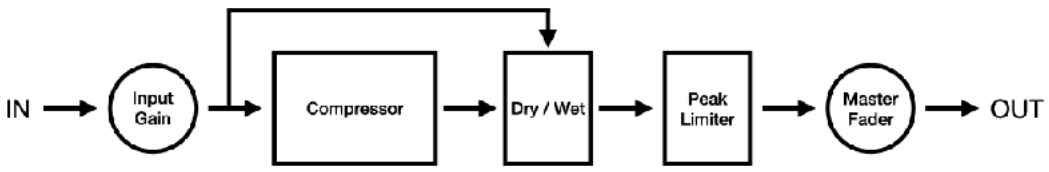
Makeup Gain

Use Makeup to compensate the gain reduced by the compressor. The range is from 0 dB to 20 dB. Gain reduction meters show the amount of the gain reduction. You can used the information to adjust level of the makeup gain.

Gain Reduction Meter

Gain reduction meters shows peak level of the gain reductions in dB.

1. Gain reduction for the left channel
2. Gain reduction for the right channel



Input Gain

Adjust gain of the input signal routed to the compressor. The range is from -20 dB to 20 dB. When level of input signal is increased, GR meters show gain reductions even if threshold is set to 0 dB.

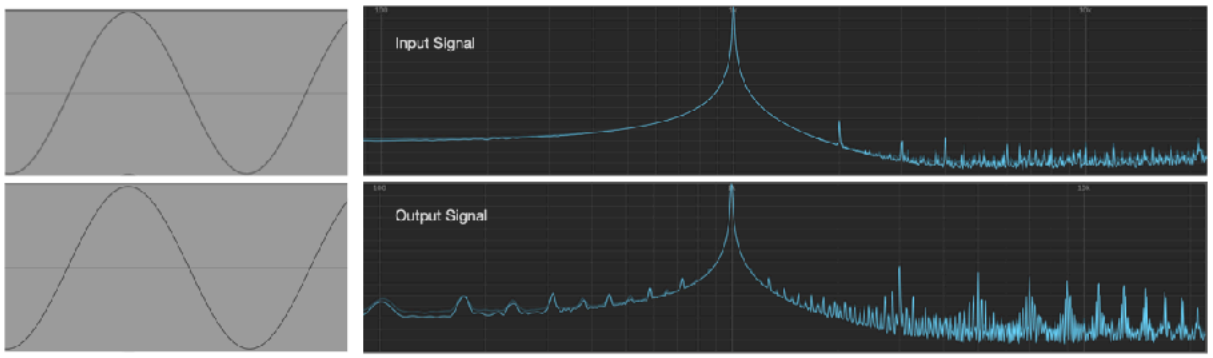
Dry / Wet

Use Dry / Wet to mix uncompressed signal (dry) and compressed signal (wet). Parallel compression technique, also known as New York compression can be achieved by adjusting amount of the wet signal mixed with the dry signal. When set to 0%, output is the dry signal. When set to 100%, output is the wet signal. When set to 50%, equal amount of the dry and the wet signal are mixed for the output.

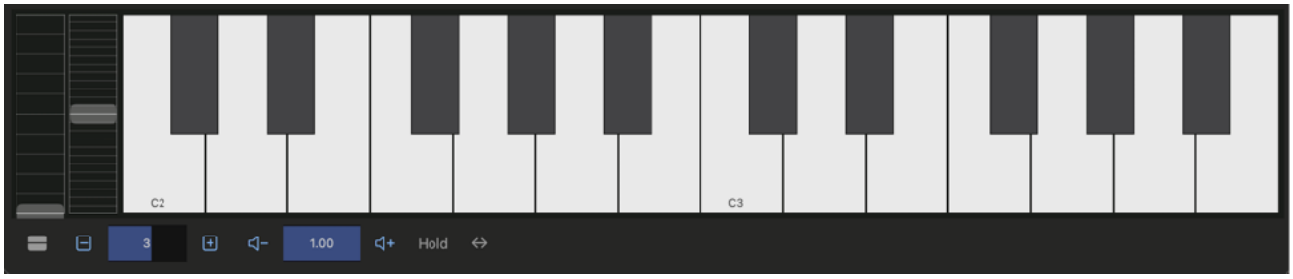
Peak Limiter

Peak Limiter is an analog style limiter and provides clean sounding output signal. This limiter is not a lookahead brick wall limiter, so that it can't offer brick wall limiting. However it does not introduced any latency to the output signal.

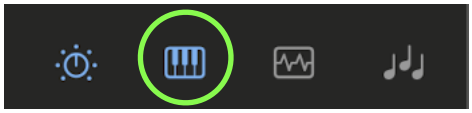
Frequency response of the peak limiter is illustrated in the figure below. Output signal shows the result of 1 dB gain reduction.



Keyboard

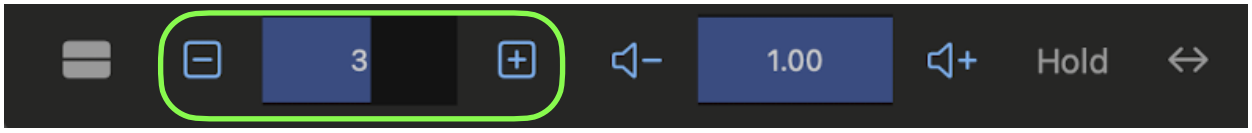


Select Keyboard



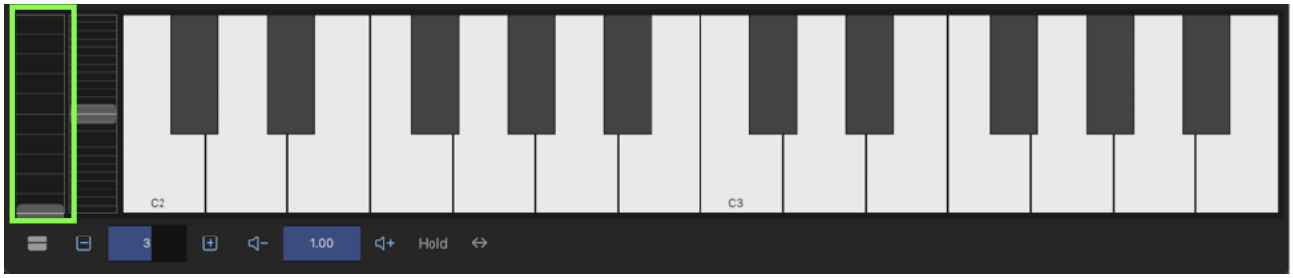
Tap keyboard button in tool bar to show keyboard.

Select Key Range



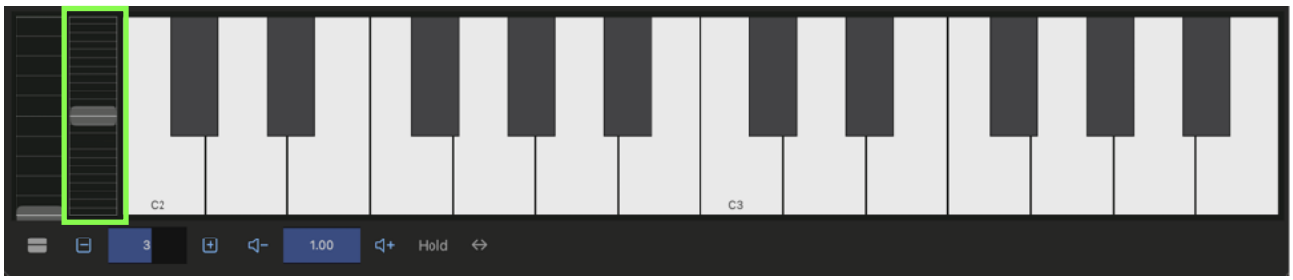
Use plus / minus buttons to adjust range of the keyboard. Indicator shows lowest note of the keyboard.

Use Modulation Wheel



Adjust amount of the modulation when Mod Wheel is selected in modulation source.

Use Pitch Wheel

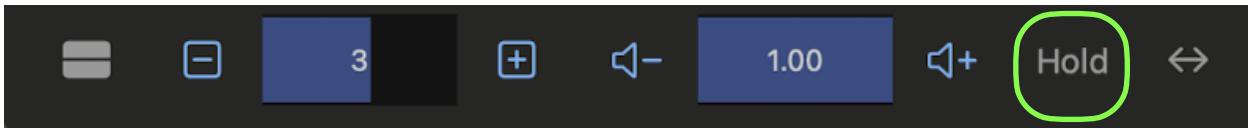


Adjust pitch of the oscillators. Range is plus / minus one octave.

Set Velocity

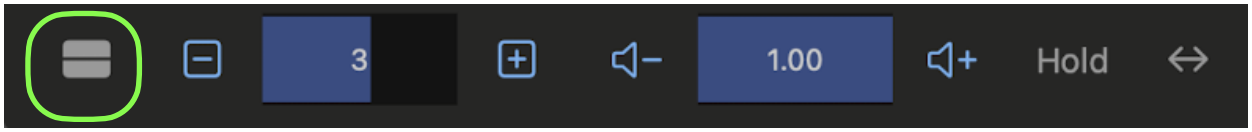
Use plus / minus buttons to adjust velocity.

Use Key Hold

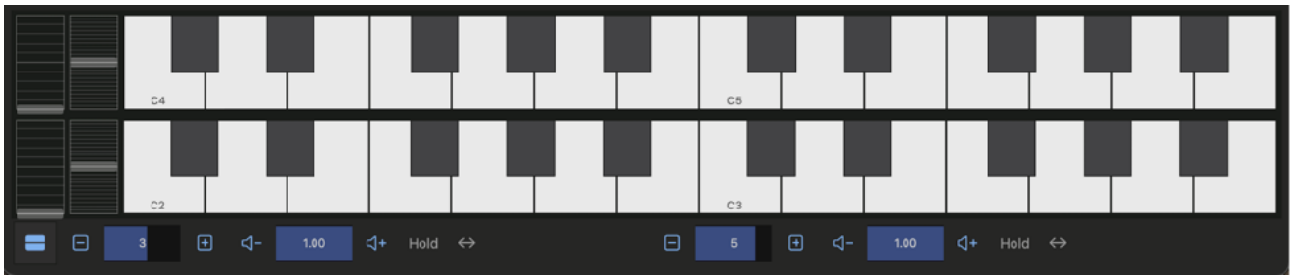


Tap to Enable/Disable Key Hold.

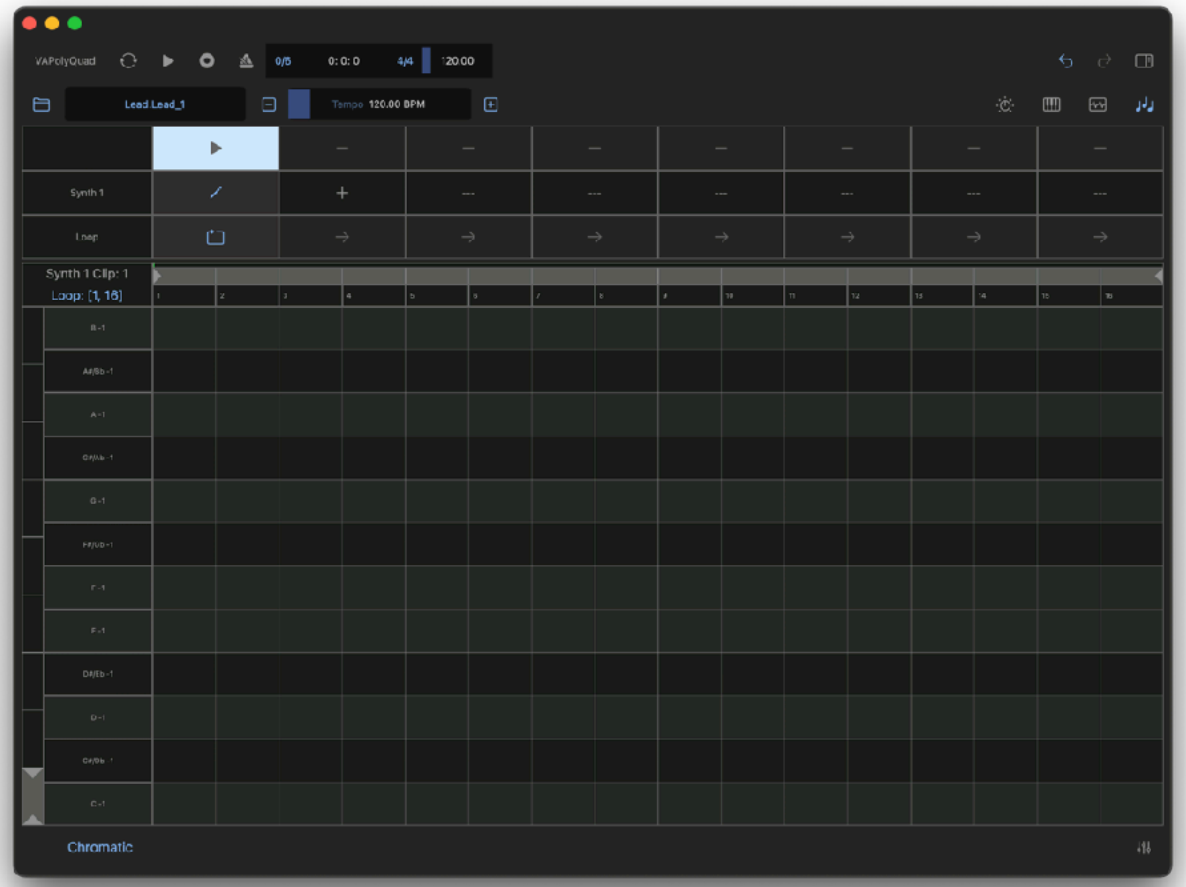
Show Double Keyboard



Tap this button to show Double Keyboard.

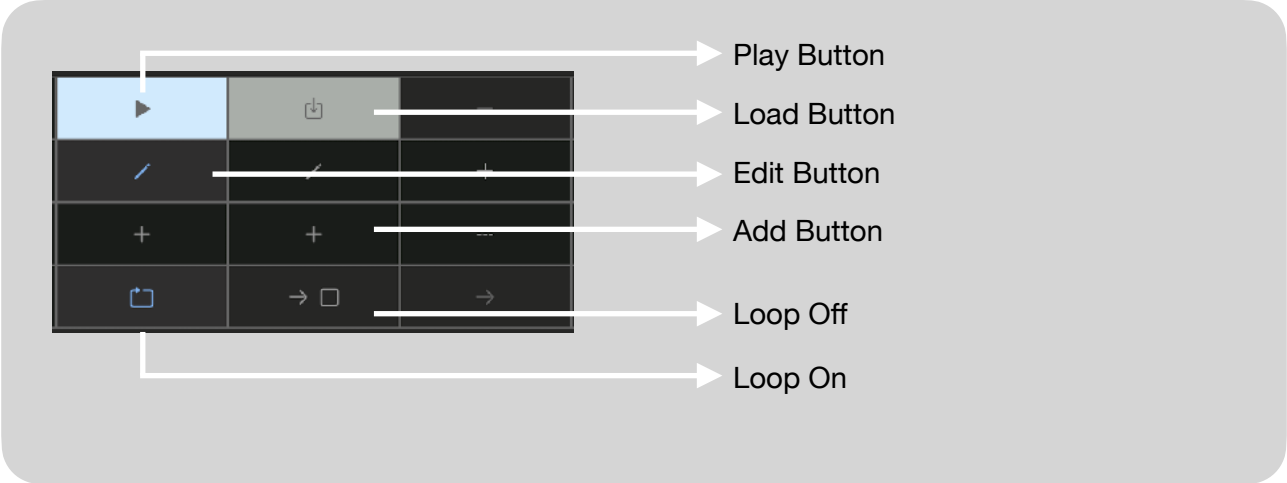


Sequencer


VAPolyQuad
0/5
0: 0: 0
4/4
120.00
Lead Lead_1
Tempo 120.00 BPM
Synth 1
Loop
Synth 1 Clip: 1
Loop: [1, 16]
Chromatic

Clip Editor

Each clip contains note event and parameter automation events for length of 16 bars. Maximum number of clips are 8.



Load Clip

Tap load button to load clip to make it active.

Play/Stop Clip

Tap play button to play/stop clip.

Edit Piano Roll

Tap edit button to open piano roll editor.

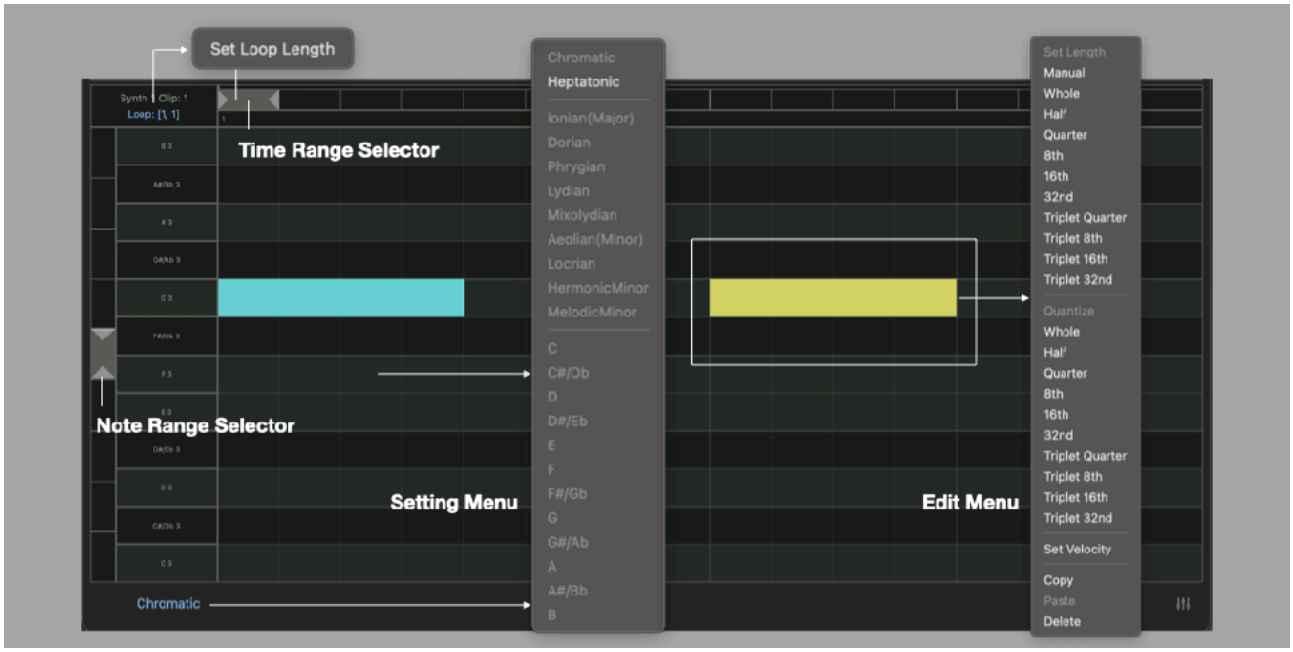
Add edit button

Tap plus button to add edit button.

Set Loop Mode

Tap this button to enable/disable loop mode. When loop is off, tap square icon to select a clip to play next.

Piano Roll Editor



Select Time Range and Loop Length

Use “Time Range Selector” to select Time Range for editing and Loop Length. On iOS, pinch gesture control zooming and drag gesture control scroll position.
To set Loop Length, tap on Loop Length button to show menu and select “Set Loop Length”. Right click on selector on Mac also show the menu.

Select Note Range

Use “Note Range Selector” to select note range for editing. On iOS, pinch gesture control zooming and drag gesture control scroll position.

Add Note

Double tap to add a note.

Delete Note

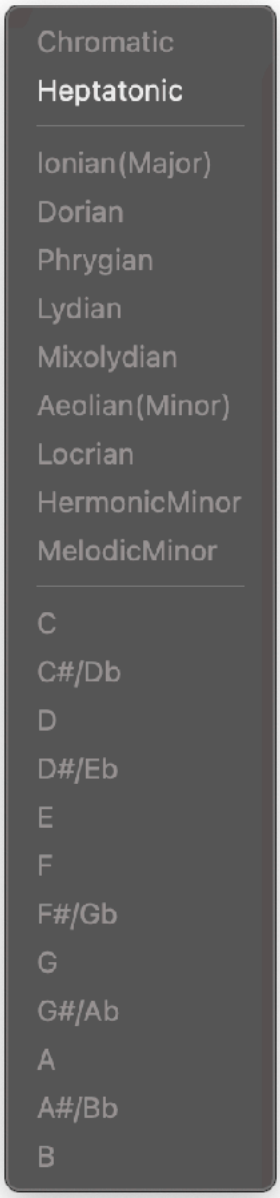
Select note and select Delete from context menu.

Scale Menu

Press and hold (right click on macOS) editor to show scale menu. Tap on scale button also shows the menu.

Edit Menu

Press and hold (right click on macOS) selected note to show edit menu.



Chromatic Scale

Select Chromatic to edit notes in Chromatic Scale (12 tones).

Heptatonic Scale

Select Heptatonic to edit notes in Diatonic Scale, Harmonic Minor Scale or Melodic Minor Scale (7 degrees).

Root Key

Select a root key, when editing note in Diatonic Scale, Harmonica Minor or Melodic Minor Scale.

Set Length

Select an option to set note length.

Quantize

Select an option to quantize note.

Set Velocity

Open velocity editor to edit note velocity.

Copy

Copy selected notes.

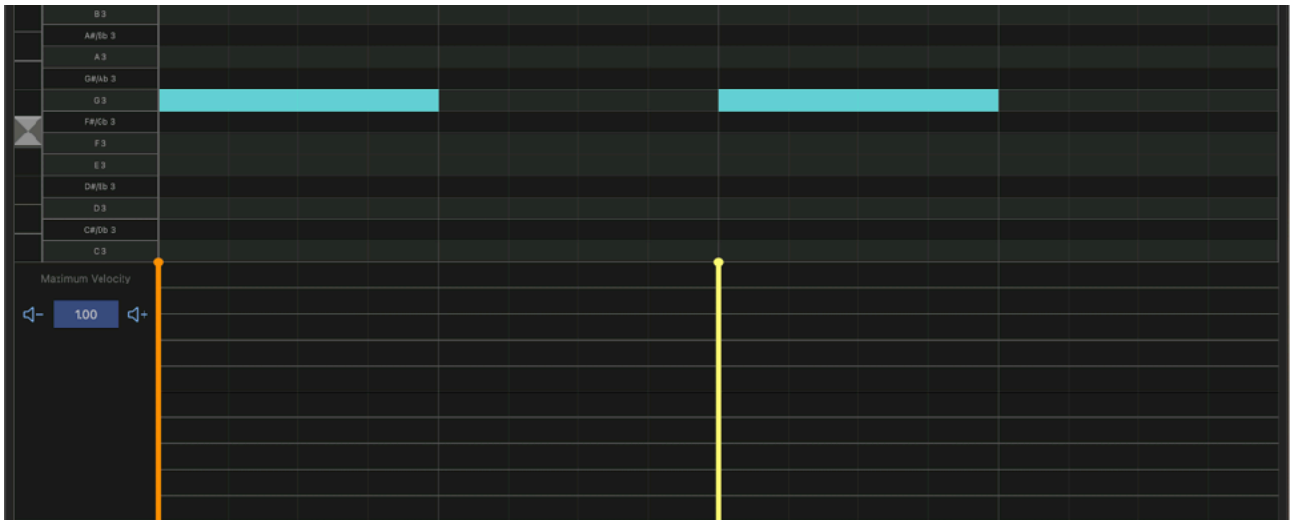
Paste

Paste notes.

Delete

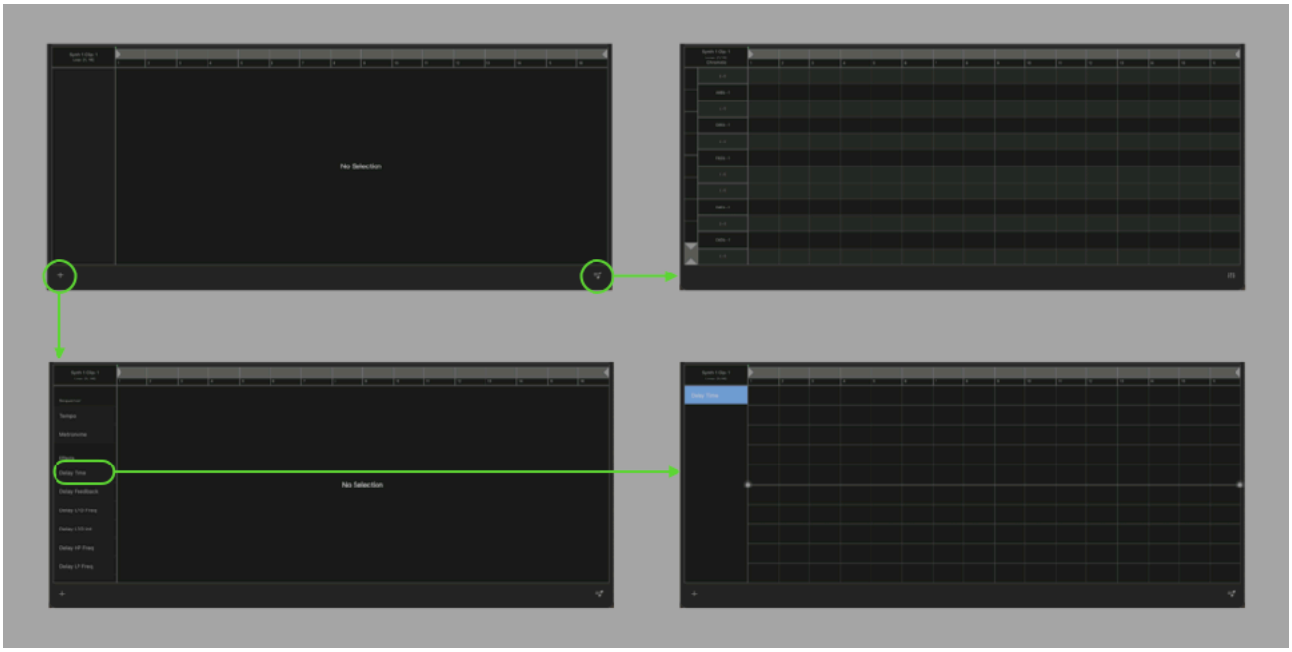
Delete selected notes.

Velocity Editor

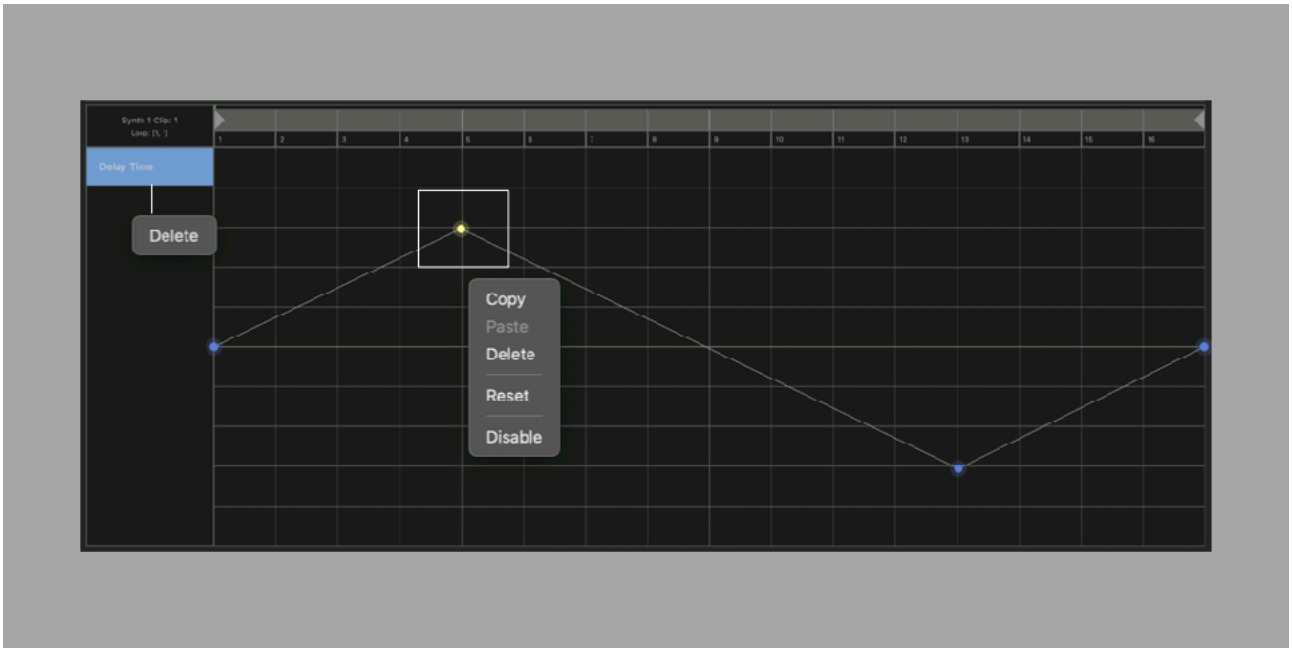


1. Select a note and open context menu.
2. Select “Set Velocity” in context menu
3. Select velocity sliders and adjust the velocity. Indicator in side bar shows maximum velocity in the selection. Maximum velocity value can be adjusted by plus and minus button and slider of the indicator.

Parameter Automation Editor



1. Tap plus button to show parameter list.
2. Select a parameter to edit.
3. Press and hold (right click on macOS) on parameter name to show context menu. Tap Delete to delete the parameter form editor.



4. Double tap to add an edit point.
5. Select edit points and press and hold (right click on macOS) on editor to show context menu.
6. Select Reset from context menu to reset the parameter.
7. Select Disable to inactivate automation.

Play Sequence

1. Set host sync

Tap sync button in transport bar to enable / disable sync mode.

When sync mode is enabled,

Stand Alone
Sequencer is synced to the clock provided by container application. The container application can use Ableton Link to synchronized with the Link enabled devices. Use buttons in transport bar to play / stop sequence and change tempo.

Plugin
Sequencer is synced to the clock provided by the host application. Use transport switches of the host application to play / stop the sequence and change tempo.

When sync mode is disabled,

Sequencer is driven by internal clock. Use buttons in transport bar to play / stop the sequence and change tempo.

2. Set tempo

Tap plus / minus button at the tempo section in the transport bar to open tempo slider. Tempo can be adjusted by the plus / minus buttons and the tempo slider. Tempo slider can adjust tempo by range of plus/minus 20 BPM. Double tap on the slider set center position to the current tempo value. Alternatively tapping on tempo indicator allows you to type in tempo value by computer keyboard.

3. Set loop

Use Time Range Selector to set loop length.

4. Set swing

Tap swing button in transport bar to show swing menu. Select an option from the menu to apply the swing.

Swing Type	Delay time	Duration (Ratio)	Note
Swing 0/6	0 (no swing)	50%	Straight
Swing 1/6	1/6 of 16th note	54%	Soft swing
Swing 2/6	2/6 of 16th note	58%	Soft swing
Swing 3/6	3/6 of 16th note	62%	Soft swing
Swing 4/6	4/6 of 16th note	66%	Triplet swing
Swing 5/6	5/6 of 16th note	70%	Hard swing
Swing 6/6	16th note	75%	Dotted hard swing

Delay time is an amount of delay applied to the third 16th note when a beat is divided by four 16th notes.

Duration (ratio) is a ratio of duration from the first 16th note to the third 16th note when a beat is divided by four 16th notes.

Amount of delay for the notes in a beat changes proportionally.

5. Set metronome switch

Tap metronome button in transport bar to enable / disable metronome.

6. Play

Tap play / stop button in transport bar or transport switches of the host application to play / stop the sequence.

Record Sequence

1. Set recording mode

Tap record button in transport bar to enable recording mode.

2. Play sequence

Play the sequence by following the steps described above. Recording will start after count-in. When tap recording button while playing, recording start without count-in. To start recording without count-in, play sequence first then tap record button.

3. Record notes

Play keypads or MIDI keyboard to record notes. Notes are automatically quantized at 16 step position.

4. Record parameters automation

Before recording parameter values, use edit command “Reset to Dial Value” to reset values of the parameter to the rest position.

Turn a dial or switch to record the parameter values. The color of the control changes to green to indicate the parameter is recorded. The control won’t move automatically until disabling the recoding mode in order to move the control freely during the recording.

If the synth or the effects is not producing sound, parameter value will not be recorded.

5. Stop recording

Tap record button in transport bar to disable recording mode or tap play button to stop playback.

Preset

User Preset contains values of the synth parameters and the sequence data. When loading a user preset, value of the synth parameters and the sequence data are both changed. User Presets can be saved in iCloud Drive or in AUv3 plug-in on the device.

To save user preset in iCloud drive, select Save in File Menu. User Presets in iCloud Drive can be accessed from iPhone, iPad or Mac.

To save user preset in plug-in, tap Add button in Preset Browser. Plug-In Preset is stored on the device and can be accessed from any host application which support AUv3 User Preset.

Factory presets contains only values of parameters of the synth and the effects. It doesn't contain any sequence data. When loading the preset, it will change the value of the parameters but sequence data remains the same.

To load factory presets, select a preset in Preset Browser.

File Menu

New…

Reset parameters and sequence data.

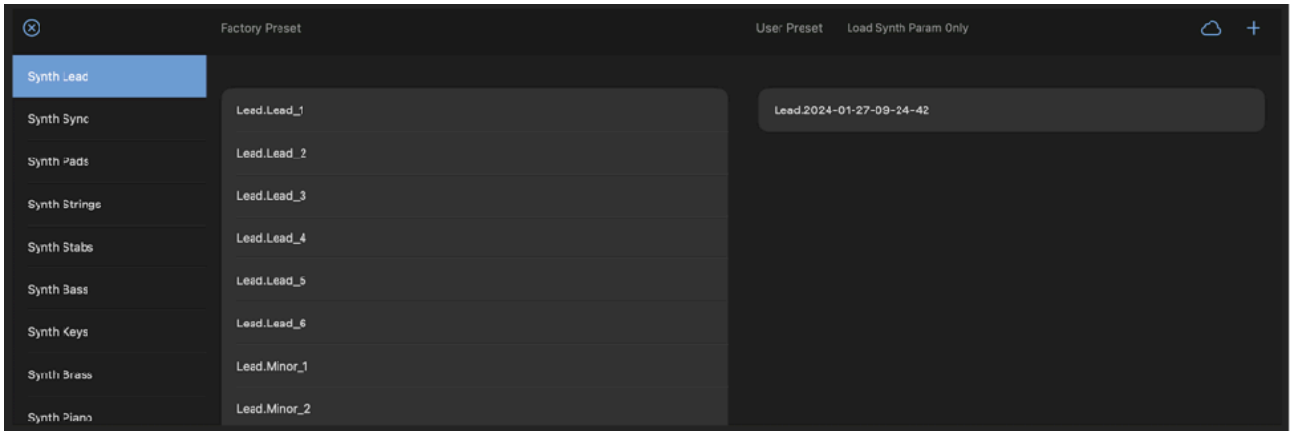
Open…

Open a preset from iCloud drive.

Save

Save a preset in iCloud drive.

Preset Browser



Load Factory Preset

Select a category from a list in the side bar. Tap on the name of the preset in Factory Preset Section to load.

Load User Preset

Select a category from a list in the side bar. Tap on the name of the preset in User Preset Section to load. If “Load Synth Param Only” is on, only synth parameters will be loaded. If the option is off, synth param and sequencer data will be loaded.

Delete User Preset

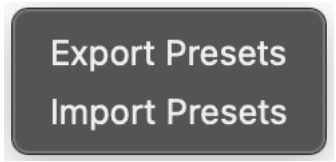
Tap and hold (right click on macOS) on the name of the preset in User Preset Section to show context menu and select Delete.

Save User Preset

Select a category from a list in the side bar. Tap on plus button to add a user preset.

Backup/Restore User Presets stored in the device

To back up or restore all user presets, tap on the iCloud icon to show export menu.



Select Export Presets to back up all of the user presets to iCloud.

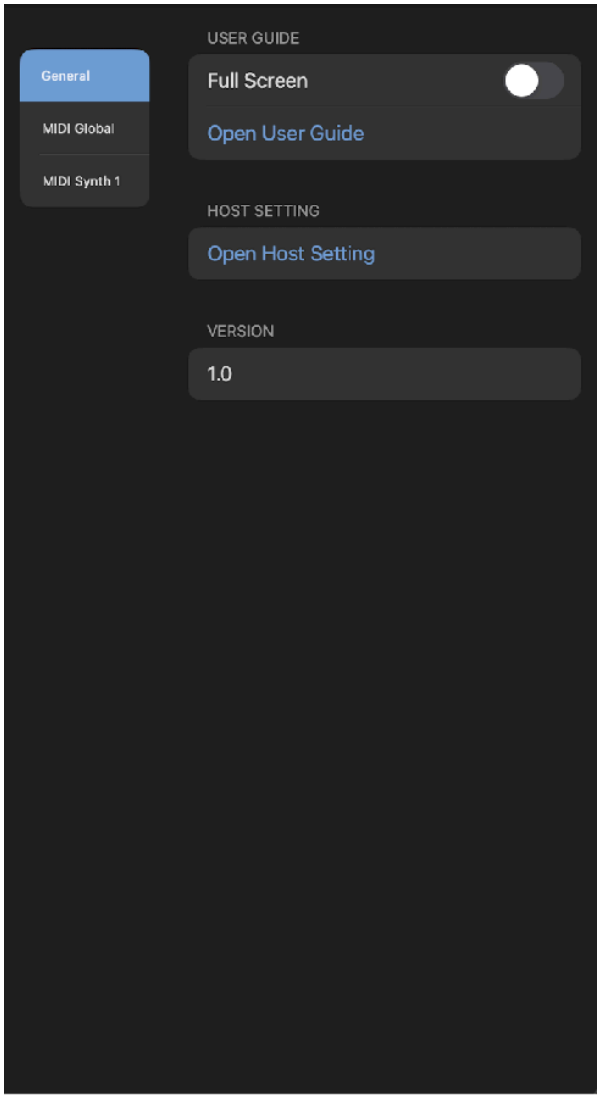
Select Import Presets to import saved presets from iCloud.

Close File Browser

Tap on X icon to close the browser.

Setting Panel

General



Full Screen

Enable this option to open User Guide in full screen (full window size on macOS).

Open User Guide

Tap this button to open User Guide

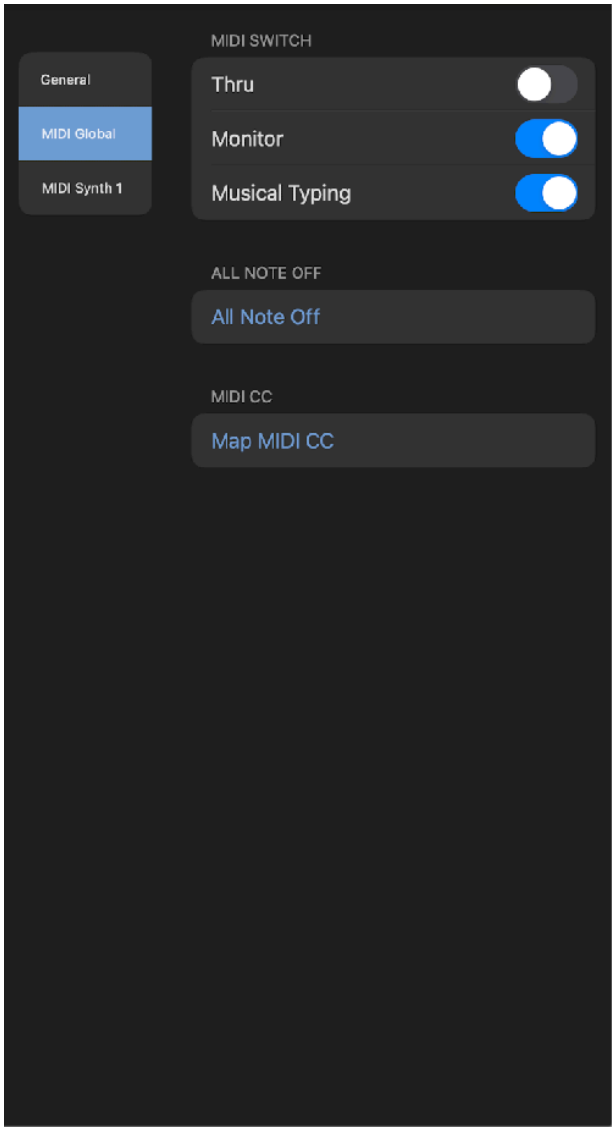
Open Host Setting

Tap this button to open Stand Alone Settings

Version

Indicate version number of the installed app.

MIDI Global



MIDI Thru

When MIDI thru is turned on, MIDI messages received in MIDI input will be send out from MIDI output. This setting is required when connected device's local switch is turned off.

MIDI Monitor

Enable / disable MIDI key input monitoring. Key Range of keyboard and sequencer is automatically adjusted based on the input note.

Musical Typing

Enable / disable computer keyboard to play MIDI notes.

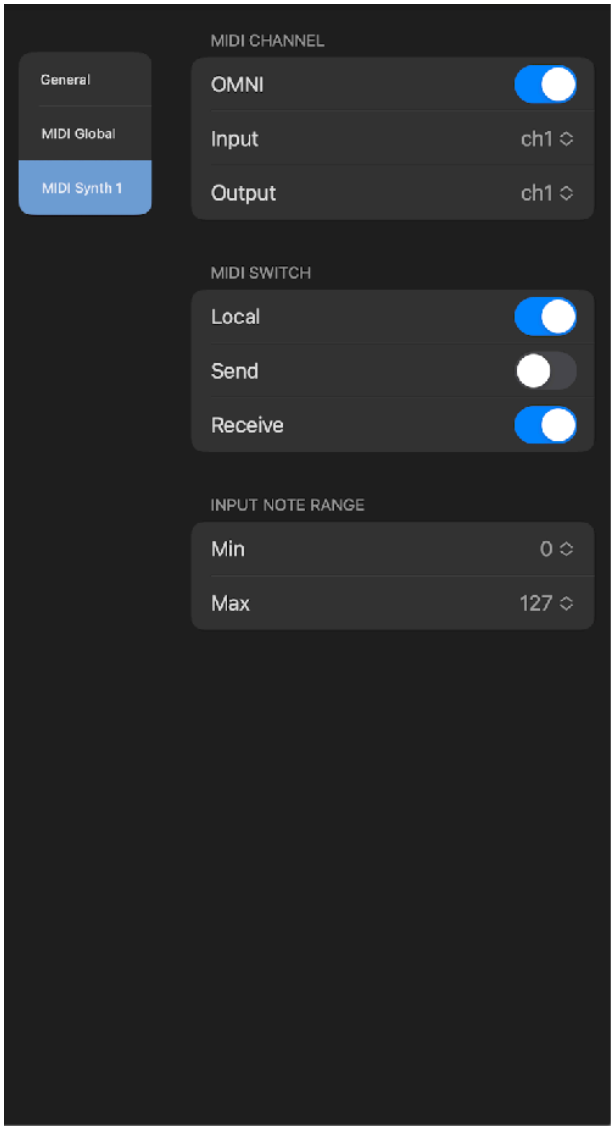
All Notes Off

Send note off message to all notes.

Map MIDI CC

Open or Close Map MIDI CC view.

MIDI Synth1



OMNI

Turn this on to connect all channel.

Input

Select input channel

Output

Select output channel

MIDI Local

When sending and receiving MIDI, connected device may send back the MIDI. This causes each notes to play twice. If this problem occurs, turn MIDI Local Switch OFF to disconnect User Interface from the audio engine.

MIDI Send

Enable / disable MIDI output.

MIDI Receive

Enable / disable MIDI input.

Min

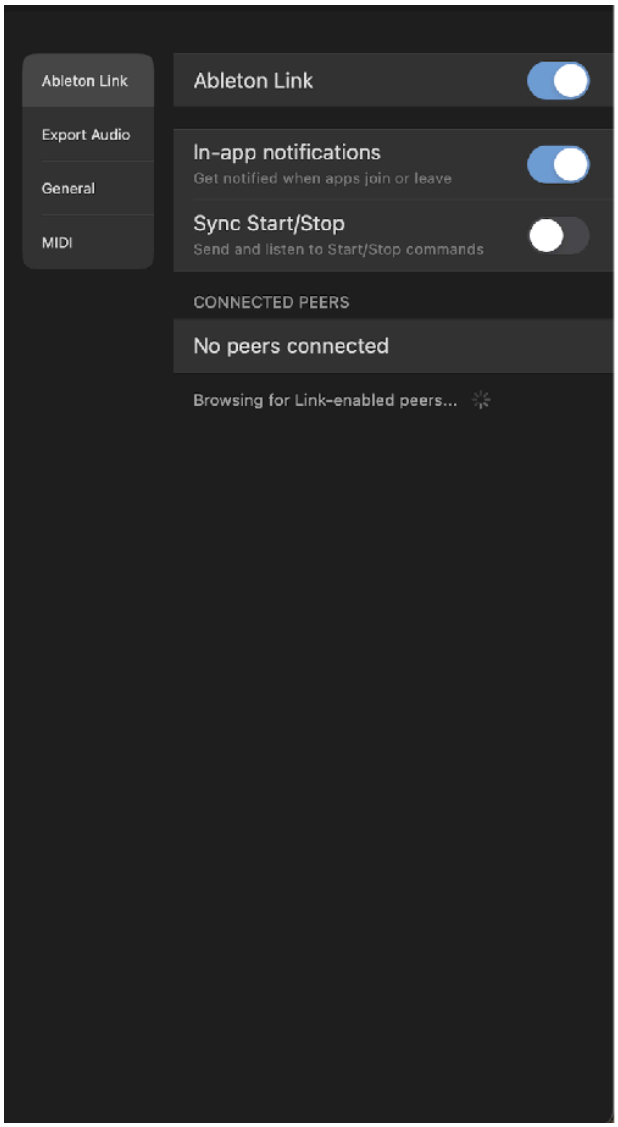
Set min value of MIDI note input.

Max

Set max value of MIDI note input.

Stand Alone Setting

AbletonLink



Ableton Link is a new technology that synchronizes beat, phase and tempo of Ableton Live and Link-enabled iOS apps over a wireless network. It lets you play devices together with the freedom of a live band. Anyone can start and stop their part while others keep playing, and anyone can adjust the tempo and the rest will follow.
You can use Link to play with several instances of Ableton Live, with Live and iOS apps, or even without Live in your setup: using Link-enabled apps on multiple devices, or multiple apps on the same device.

Ableton Link

Switch on to enable Ableton Link.

In-app notification

Switch on to displays a message when an Ableton Link enabled app is connected.

Sync Start/Stop

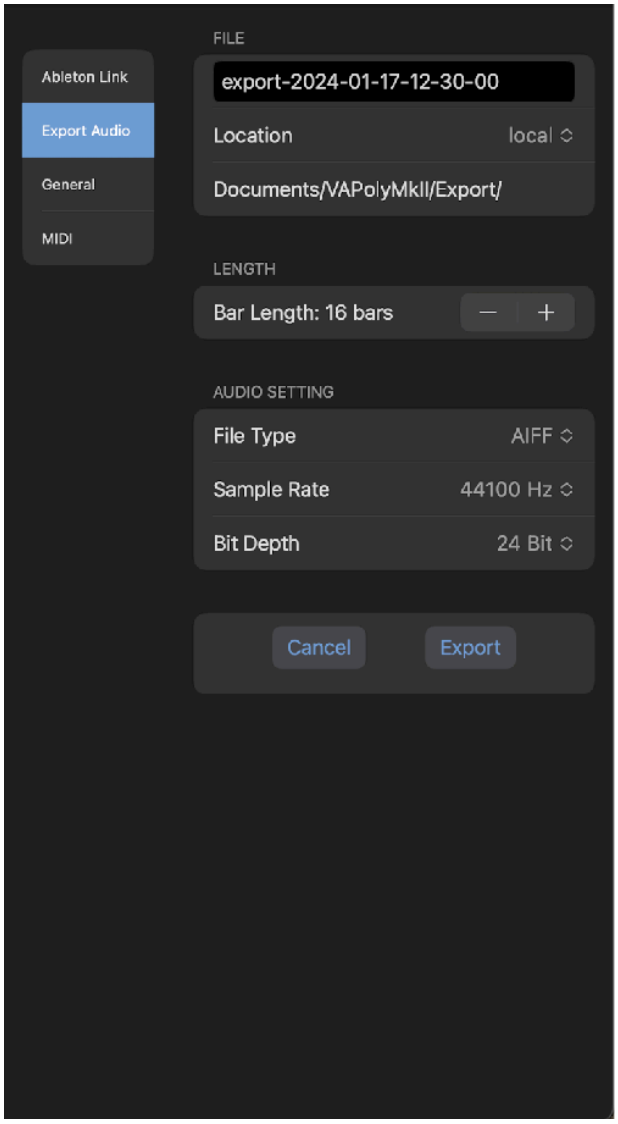
Switch on to synchronize start and stop with connected apps.

Connected Apps

Indicate number of currently connected apps.

Ableton Link requires Wireless Local Network Connections. Your device and other Link-enable devices must be connected to the same local network.

Export Audio



Save As

Specify name of the audio file to export.

Location

Select location for the audio file to be stored. Options are Local or iCloud.

Length (Bars)

Length of the audio to be recorded. Specify the length by number of bars.

File Type

Select file type of the audio file. Options are AIFF, WAV, CAF and ACC.

Sample Rate

Select a sample rate of the audio file. Options are 44.1KHz, 48KHz, 88.2KHz and 96KHz.

Bit Depth

Specify bit depth of the audio file. Options are 16 bit, 24 bit and 32 bit.

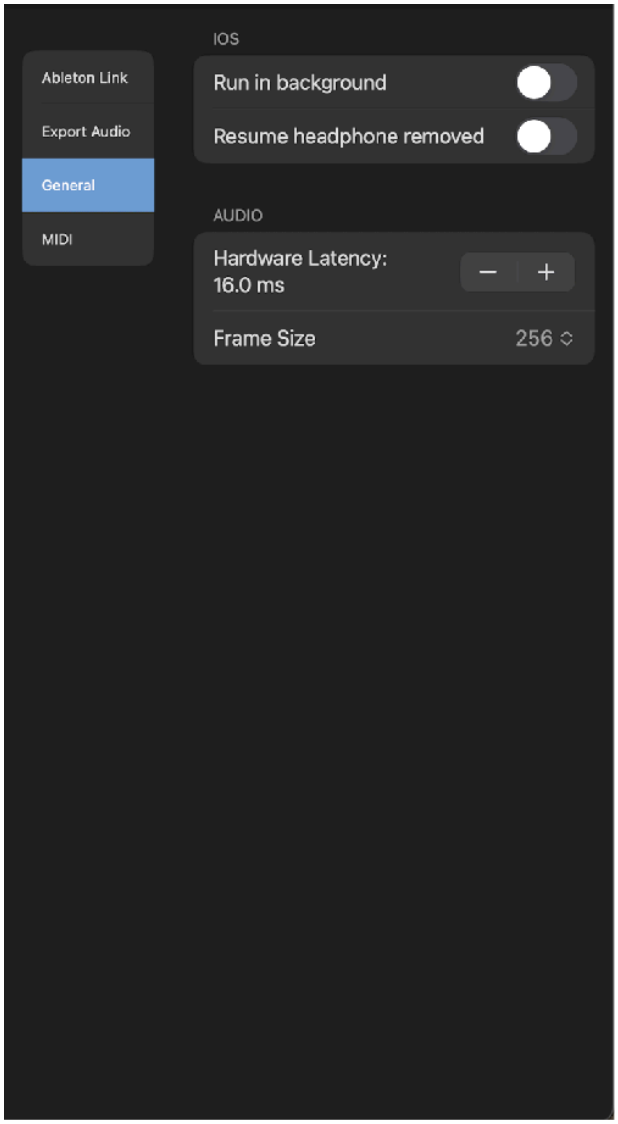
Export

Tap export to export audio file.

Cancel

Tap cancel to return to the home page of the setting panel.

General



Run in Background

Turn this switch on to allow app to play continuously when the app enters in the background.

Resume Headphone Removed

Turn this switch on to allow app to play continuously when headphone is disconnected.

Hardware Latency

When Ableton Link is enabled, playback is synchronized to the Link-enabled devices. If there is a latency, output signal may not be aligned with the beginning of the each step.

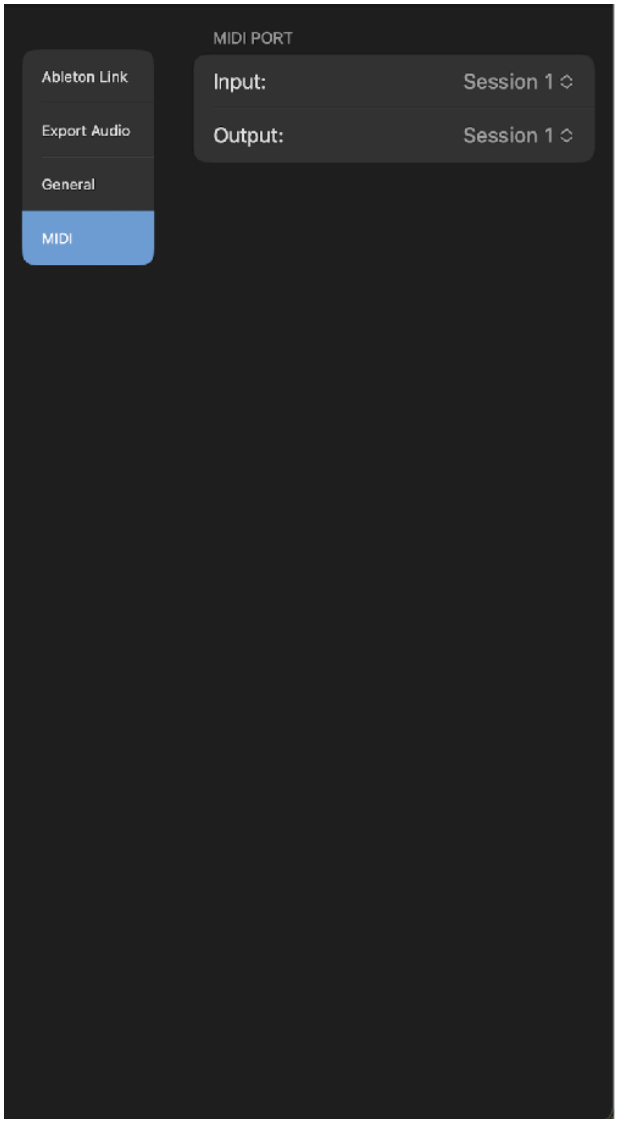
In order to adjust the latency, set time in milliseconds in Hardware Latency. This value is used to compensate the latency of the output signal.

The latency varies on audio Interface and sample rate. Default value is 12.5 millisecond (sample rate is 44.1KHz)

Frame Size

Frame Size (Buffer Size) is a number of samples contained in an audio buffer. Higher frame size increases system performance but increases latency. Lower frame size decrease latency but decreases system performance. If you experience a problem with system performance, set higher frame size to improve the performance. Default setting is 256.

MIDI



Input

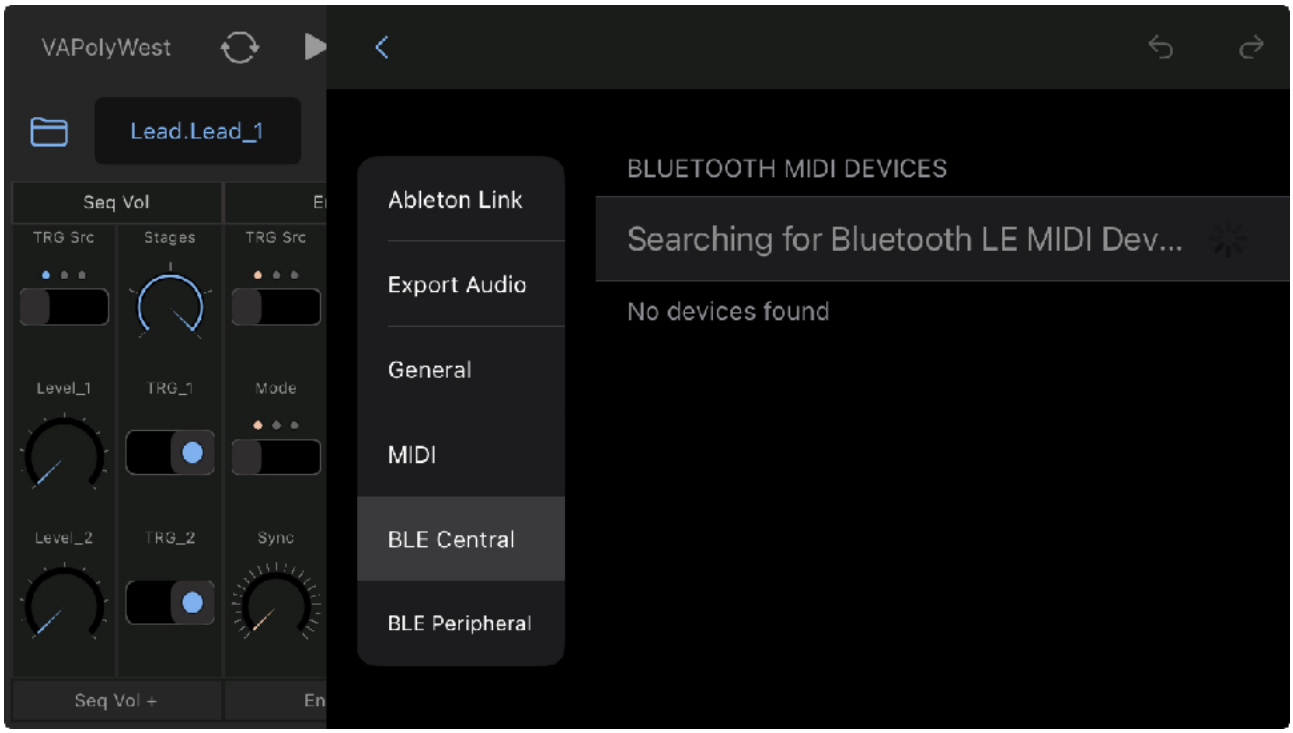
Select MIDI input port

Output

Select MIDI output port

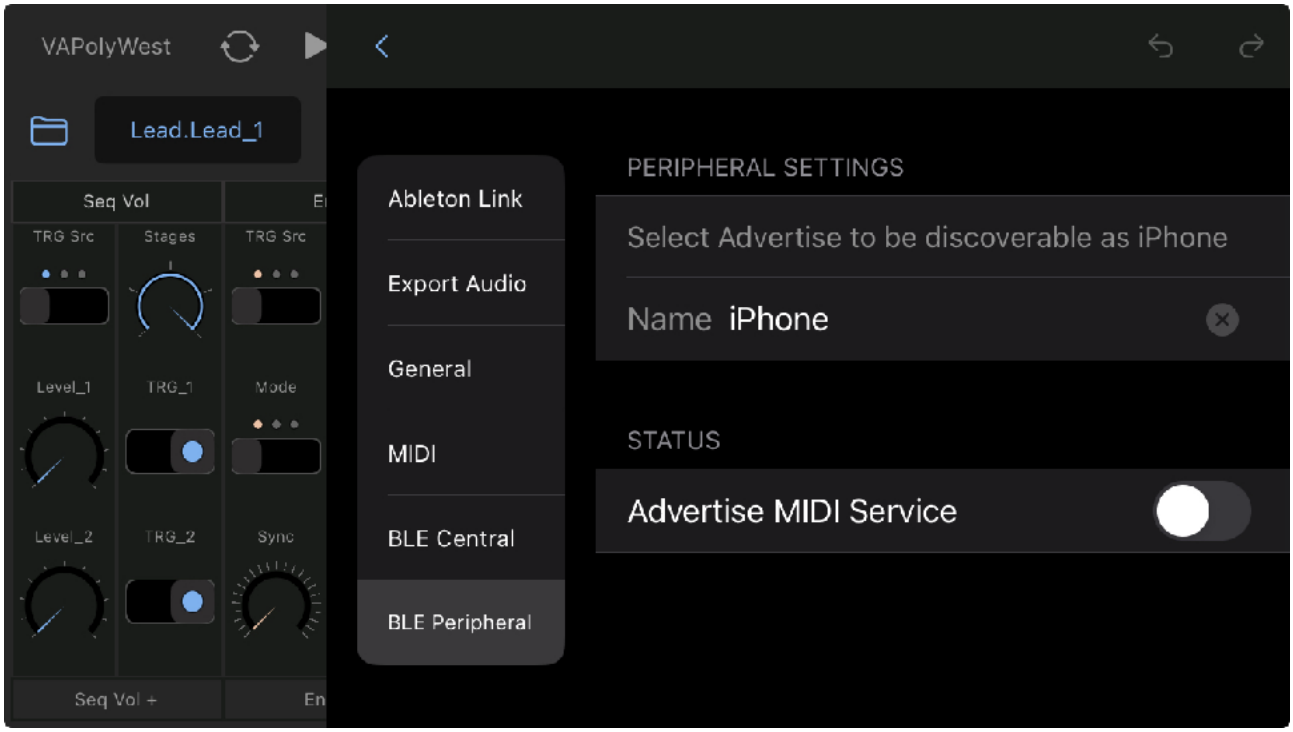
Bluetooth (BLE) MIDI

Central



Open Bluetooth MIDI Central, which list available bluetooth devices. Select a name to connect to the device.

Peripheral



Open Bluetooth MIDI Peripheral. Turn Advertise MIDI Service switch on to makes the device to be discoverable from the other Bluetooth MIDI devices.

Export Audio

Prepare for exporting audio

1. Stop playback

Make sure the playback is stopped.

2. Select the first clip to play

Open clip editor and select a clip which should be played at first.

3. Turn off metronome

Make sure that metronome is turned off.

Adjust export settings

1. Save As

Type in file name if necessary.

2. Length

Set total length of the recordings by number of bars. This length should include the length of the delay or reverb tail.

3. Location

Select location to save the file. Options are local and iCloud.

4. File Type

Select a file type. Options for linear PCM format are AIFF, WAV or CAF. For compressed audio file, choose AAC. If the exported audio file is going to be edited in a different application, it is recommended to choose linear PCM format.

5. Sample Rate

Select sample rate. Options are 44.1KHz, 48KHz, 88.2KHz and 96KHz.

6. Bit Depth

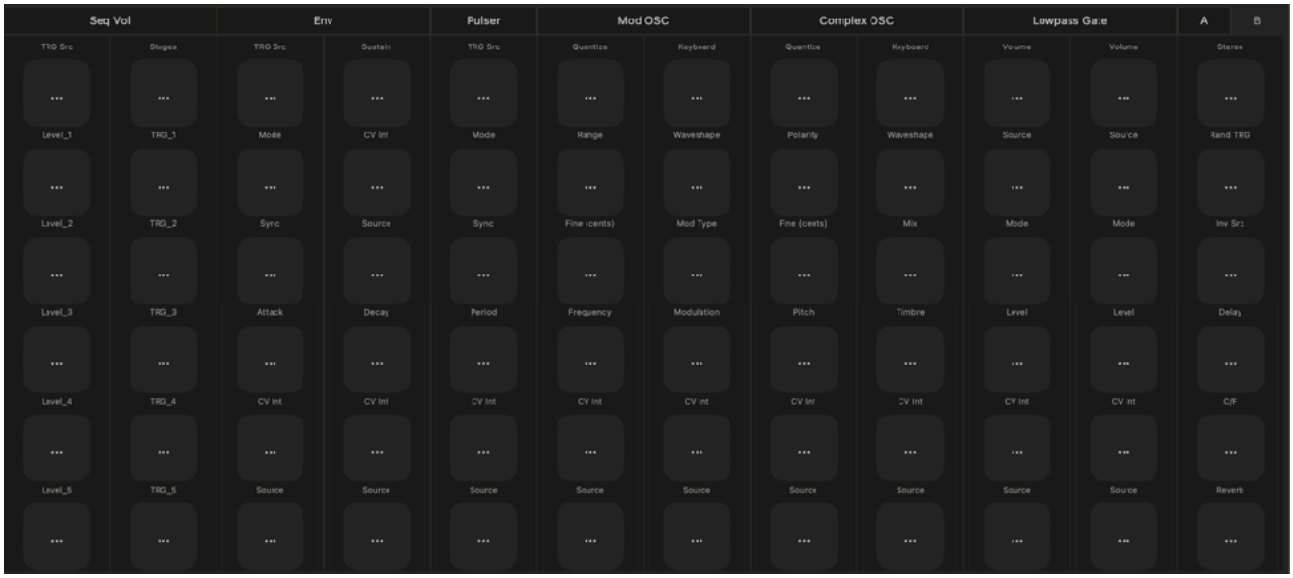
Select bit depth. Options are 16 bit, 24 bit and 32 bit. Higher number results in better quality.
If the exported file is going to be used in a different application, make sure that the which bit depth of the selected file type is supported by the application. (* 32 bit may not be supported in some applications).

Export Audio File

Tap export button to generate audio file and save the file in the specified location. When exporting the file is completed, browser can be open to audition the exported file.

Map MIDI CC

Select “Map MIDI CC” from setting menu to show MIDI CC Map View.
Select “Hide MIDI CC” from setting menu to close MIDI CC Map View.



To make a MIDI CC (Continuous Controller) assignment, Tap a button then turn a knob on MIDI controller. The first MIDI CC number detected will be assigned to the parameter.

When CC is assigned, the button shows the CC number. Alternatively, double tap on a button to type in CC number.

To cancel the assignment or to remove the mapping, tap the button.

Override Automation

When a parameter is controlled by MIDI controller, it is not possible to automatically override automation. To override, turn off automation switch of the parameter or turn the dial of the parameter on screen that will stop the automation and the parameter can be controlled freely by MIDI controller.

Program Change

Program Change is received as following.

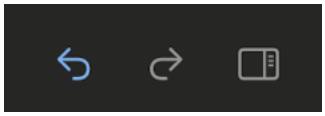
Factory: Bank (CC#0) = 0, Sub (CC#32) = [0, 1], Program = [0, 127] => preset [0, 255]
Plugin: Bank (CC#0) = 1, Sub (CC#32) = 0, Program = [0, 127] => Preset Number

Presets stored in iCloud Drive can’t be selected by the MIDI program change.

Use External MIDI Keyboard with Stand Alone

1. Open host setting
2. Select MIDI from side bar menu. Set input MIDI port and output MIDI port.
3. Close host setting
4. Select MIDI Synth1 from side bar menu. Make sure “Receive” switch is turned on. Adjust channel and note range.
5. To stop hanging note, select MIDI Global from side bar menu, Tap on “All Note Off”.

Undo / Redo



1. Tap Undo / Redo button. Tap Undo to undo previous operation. Tap Redo to redo previous undo operation.

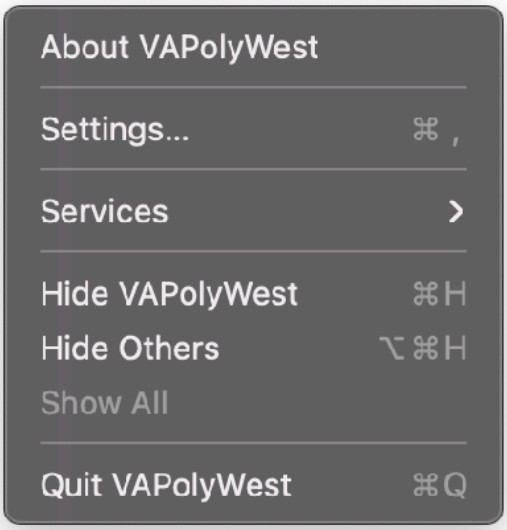
* Some operation such as play, stop or record are excluded from undo / redo operation.
* On macOS, turn on “Musical Typing” to enable keyboard shortcut, command + z for undo and shift + command + z for redo.

macOS

Stand Alone on macOS supports menu bar, keyboard shortcuts, context menu and touch bar.
AUv3 plug-in on macOS supports keyboard shortcuts and context menu.

Menu Bar

Application

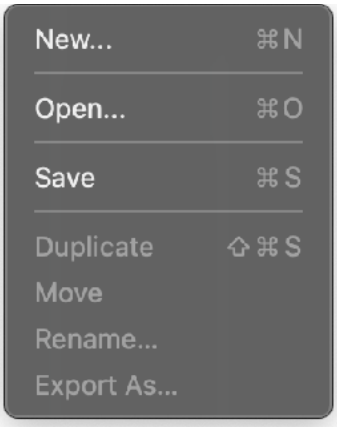


Open a window to display version information.

Open Preference window.

Quit this application.

File

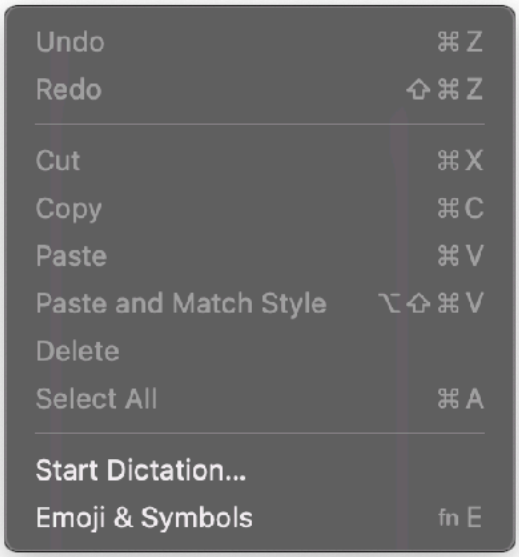


Reset all parameters and sequence data.

Open a preset from iCloud drive.

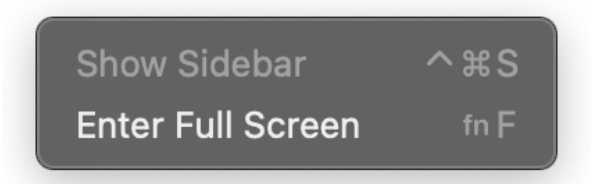
Save a preset to iCloud drive.

Edit



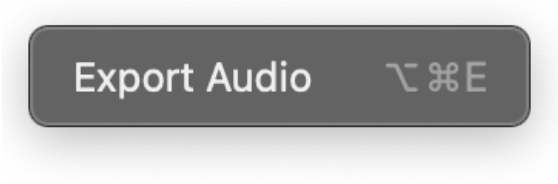
Edit Commands are enabled when typing text.

View



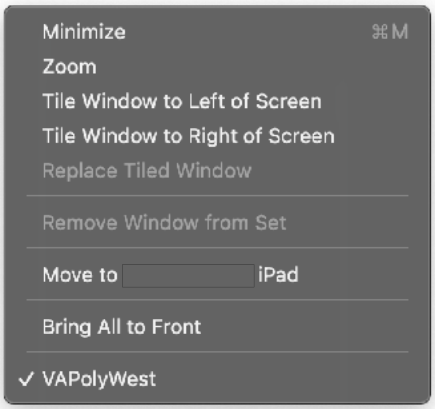
Enable/disable full screen mode.

Export



Open Export Audio Page in Setting Panel.

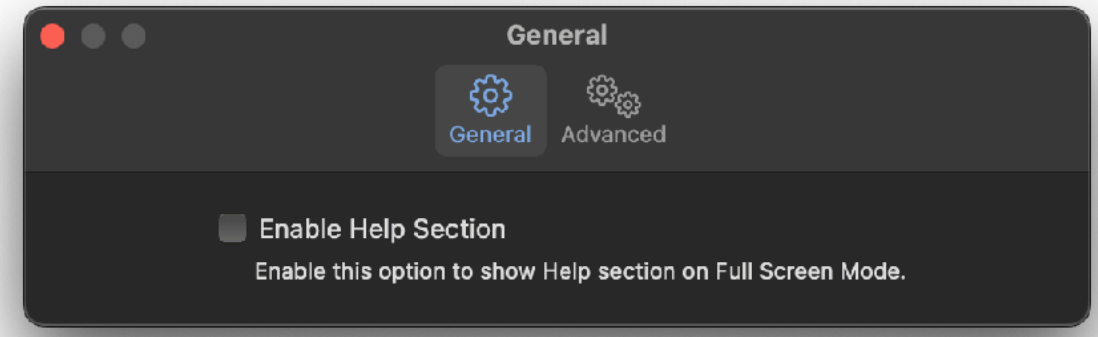
Window


Minimize ⌘M
Zoom
Tile Window to Left of Screen
Tile Window to Right of Screen
Replace Tiled Window
Remove Window from Set
Move to iPad
Bring All to Front
✓ VAPolyWest

Help

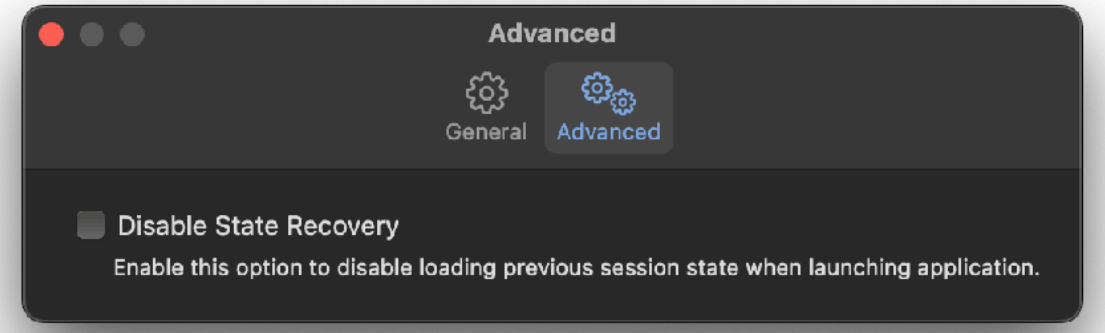

Search
VAPolyWest Help

Preference



Enable Help Section

Enable this option to show Help Section on Full Screen Mode.



Disable State Recovery

When application is launched, state of the previous session is automatically loaded by default. Check this option to disable state recovery, so the application always start in default state.

Touch Bar (MacBook Pro)

1. Play / Stop

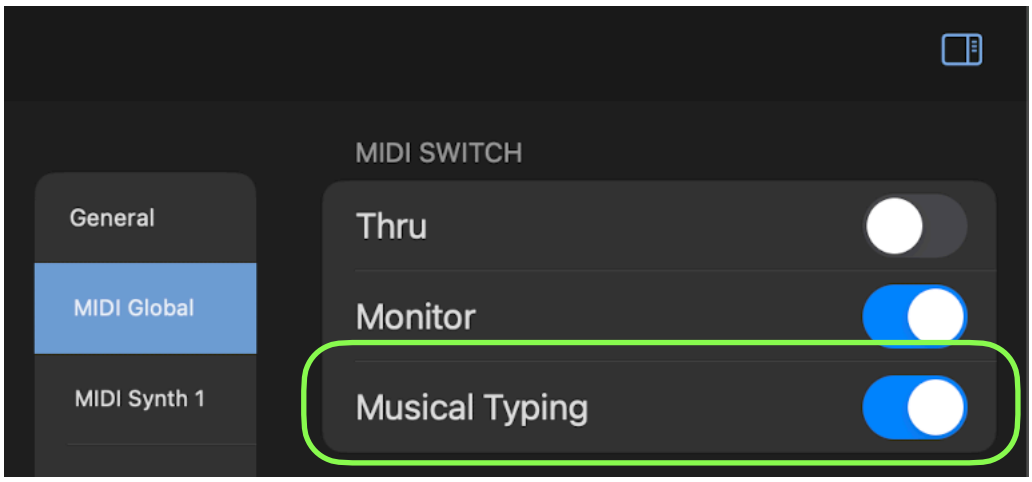
Tap to play / stop sequencer

2. Tempo

Adjust tempo. Range of the slider is from 20 BPM to 240 BPM.

Use Computer Keyboard as MIDI Keyboard

Enable Musical Typing option in setting.



Keys are mapped as shown in the figure below.

Change Octave

[O-] Press Z key to select one octave below.
[O+] Press X key to select one octave above.

Change Velocity

[V-] Press C key to decrease velocity.
[V+] Press V key to increase velocity.

Set Timbral

[T1] Press B key to select Layer.
[T2] Press N key to select Synth1.
[T3] Press M key to select Synth2.

Keyboard Shortcut

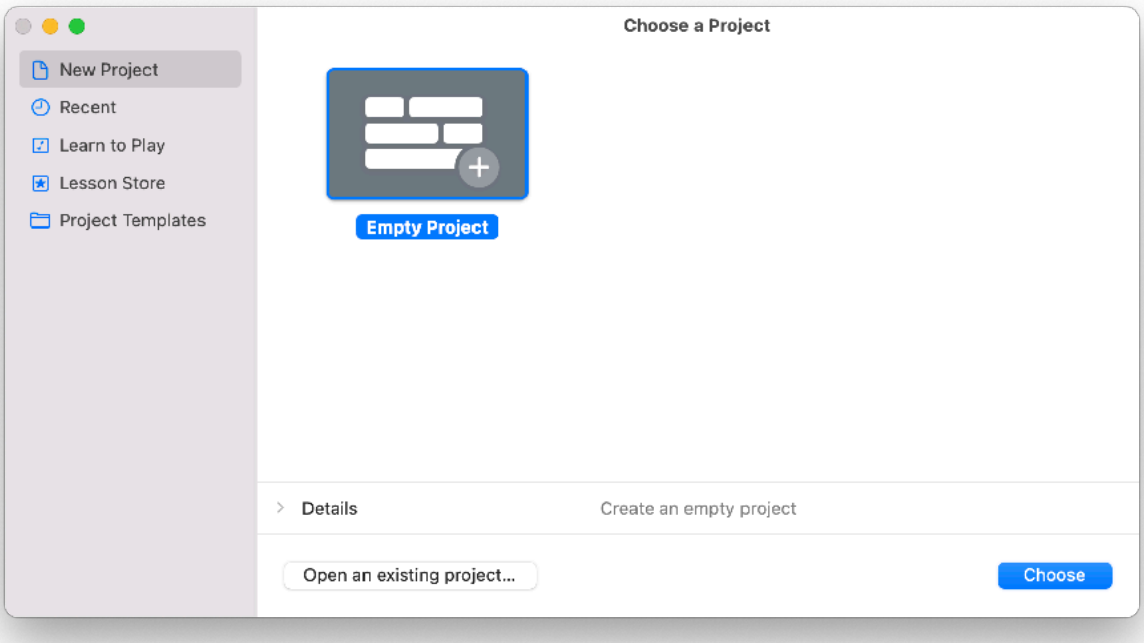
Command	Key	AUv3	Note
New	Command-N	N/A	
Open	Command-O	N/A	
Save	Command-S	N/A	
Undo	Command-Z	✓	
Redo	Shift-Command-Z	✓	
Cut	Command-X	✓	Available for Text Input
Copy	Command-C	?	
Paste	Command-V	?	
Delete	Command-Delete	?	
Select All	Command-A	?	
Enter/Exit Full Screen	fn-F	N/A	
Play/Stop	Space	?	
Change Focus	Tab	?	
List Up	Arrow-Up	?	
List Down	Arrow-Down	?	
List Select	Enter	?	

? : (AUv3) Availability is depends on the host application, which can disable these functions.
* Some of the keyboard shortcut will be available in the future version update.

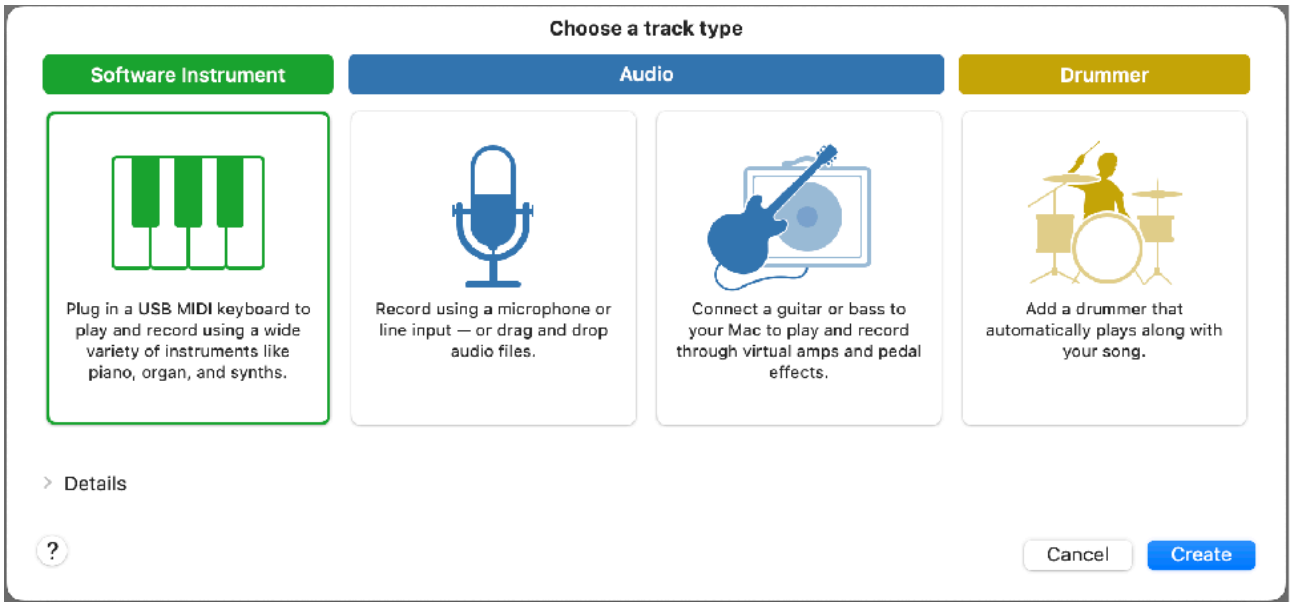
AUv3 on Apple Garage Band (Mac)

Load Plug-in

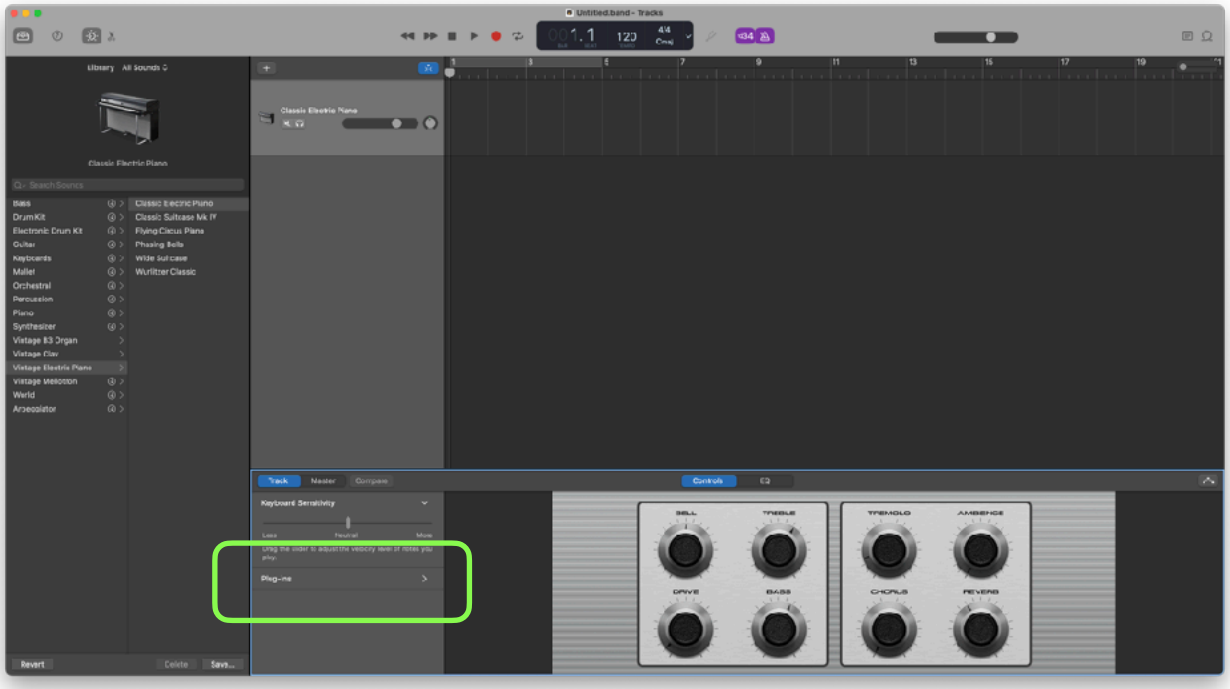
1. Launch GarageBand.
2. Choose a project dialogue window appears. Select a project and click on Choose.



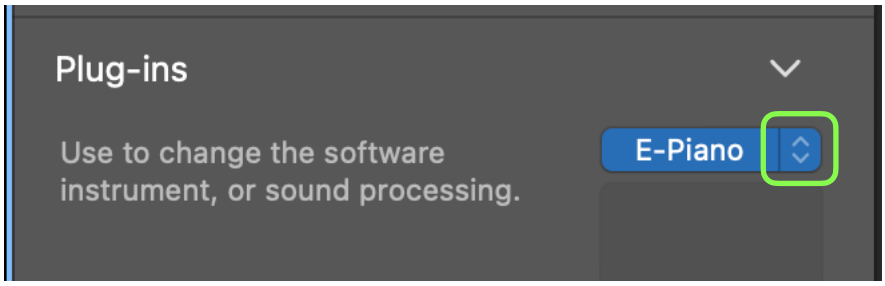
3. Choose a track type dialogue appears. Select Software Instrument and click Create.



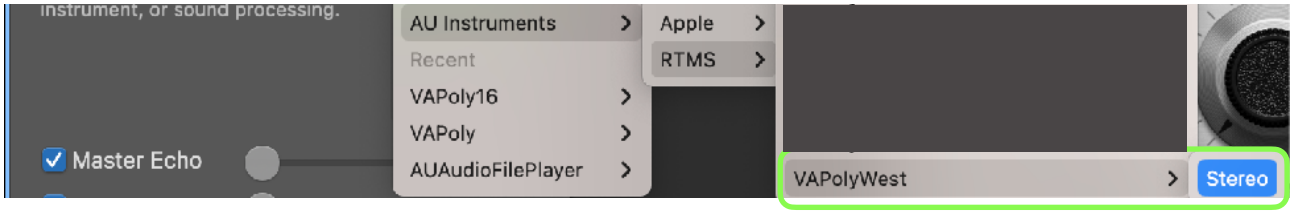
4. Click Plug-ins in Track Section.



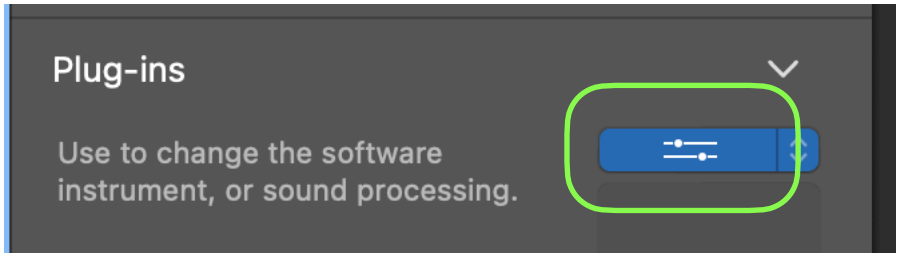
5. Click arrows at the right side of the blue button “E-Piano”.



6. Select AU Instruments > RTMS > VAPolyWest



7. If plug-in window doesn’t displayed. Tap blue button.



Activate Plug-In

After loading VAPolyWest or opening a project file, DSP engine of VAPolyWest may not be running.

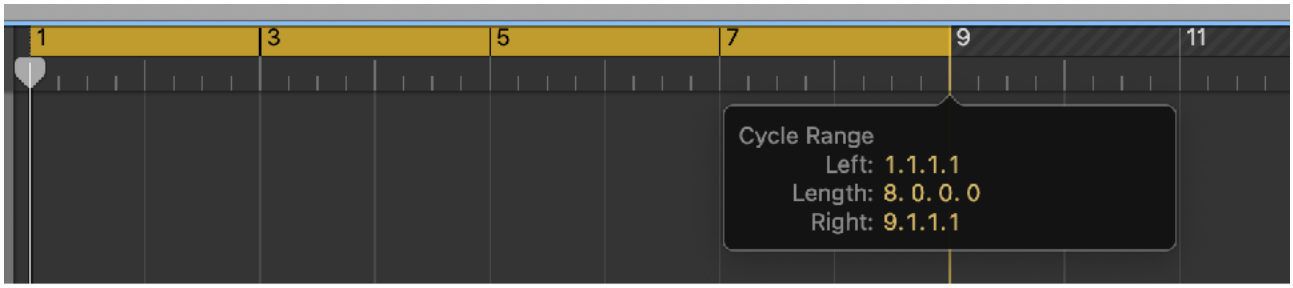
In order to start the DSP engine, please do one of the followings.

- Press Play button on GarageBand.
- Play MIDI notes from GarageBand.

To play midi note by computer keyboard, select “Window > Show Musical Typing” from menu bar of the Garage Band. While the Musical Typing window is displayed, type A for note C.

Offline Renering

To start Offline Rendering on Apple Garage Band, select Cycle Range and select “Share > Export Song to Disk” from menu bar of the Garage Band. Selected Cycle Range will be rendered.



The followings are a few tips for offline rendering on Apple Garage Band.

- Make sure to save your project before performing offline rendering.
- Audition before initiating offline rendering. In order to perform offline rendering, DSP engine of VAPolyWest needs to be running. Please press play on GarageBand and make sure that DSP engine is running.
- If you are using clips, add an empty clip at the end and set the length to INF. Garage Band will stop rendering when audio level is dropped to inaudible level. This helps to record tail of the delay or reverb effect.

Known Limitations

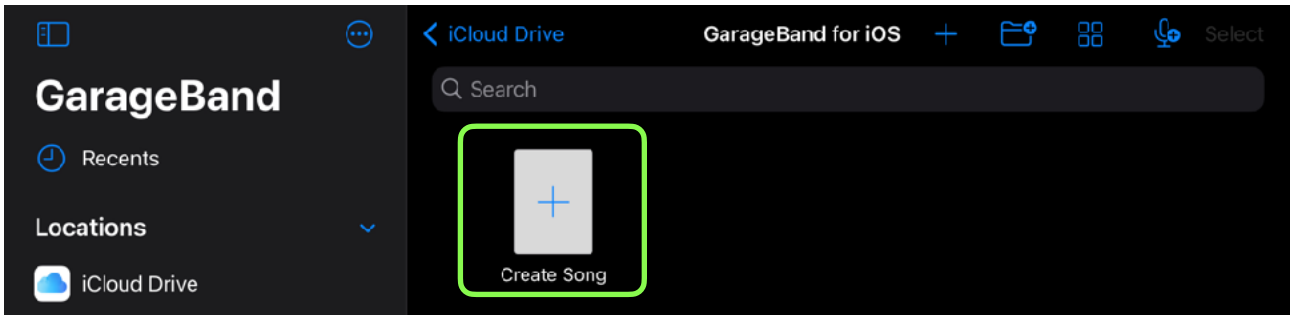
- DSP Engine doesn’t start until a user presses play button or play MIDI notes on GarageBand.
- Touch Bar shows blanc screen when showing button menu or context menu.
- GarageBand doesn’t record MIDI notes from keyboards or sequencer of the VAPolyWest plugin.

AUv3 on Apple Garage Band (iOS)

Load Plug-in

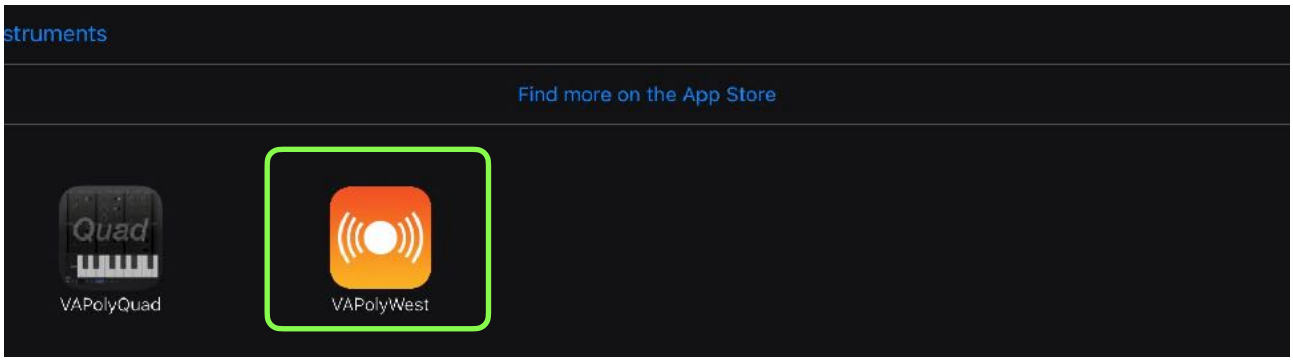
1. Launch Garage Band

2. Create a new song



3. Select External > Audio Unit Extension

4. Select VAPolyWest



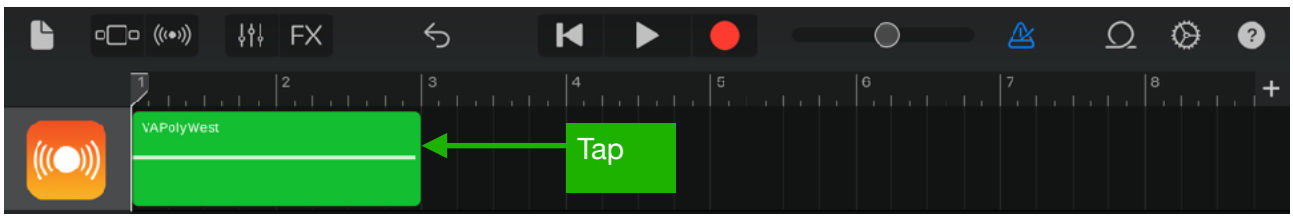
Change Plug-in Window Size

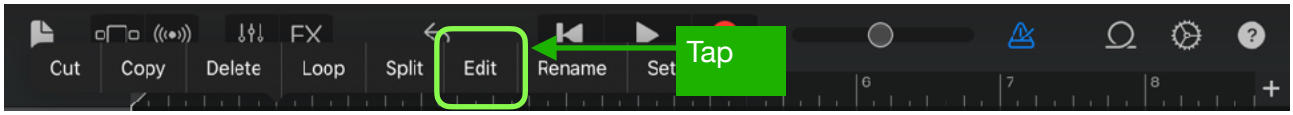
Tap arrow icon to resize the plug-in window.

Record Notes

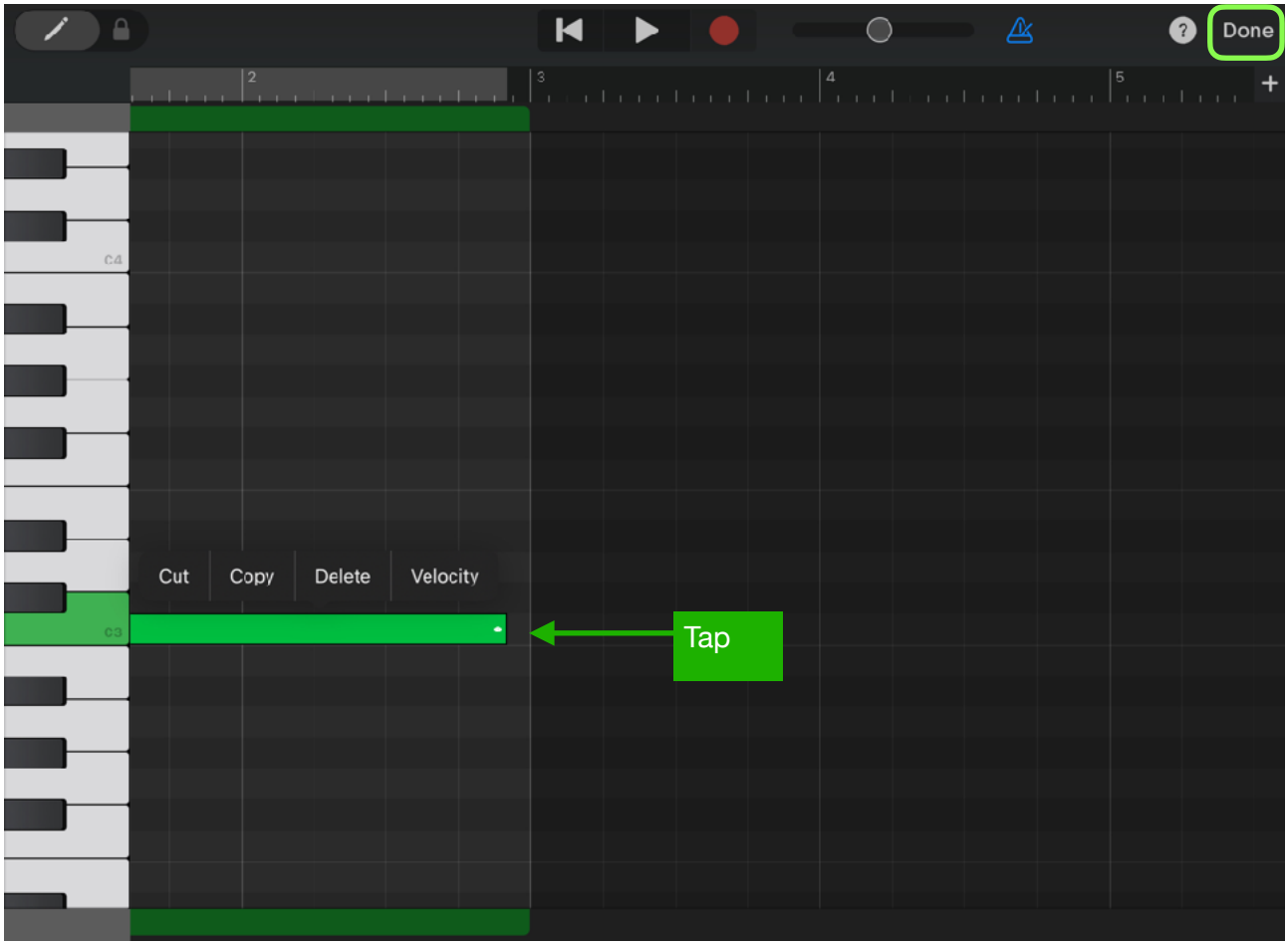
Tap record button and play keyboard.

Edit Notes



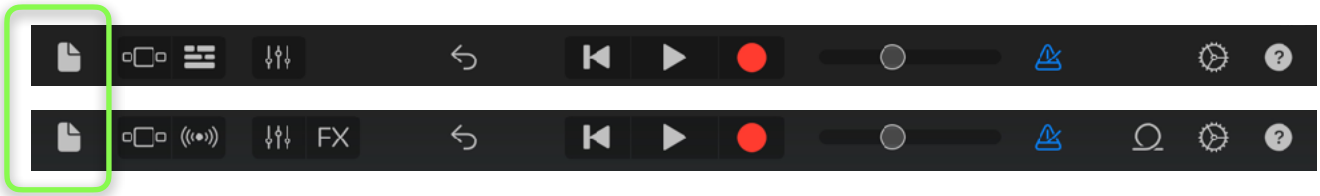


Select Edit from menu and edit notes. Tap “Done” to close the window.



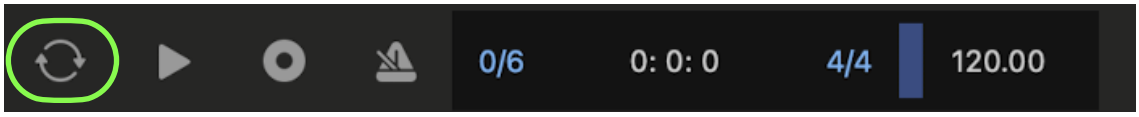
Save Project

Tap document icon to save the song.

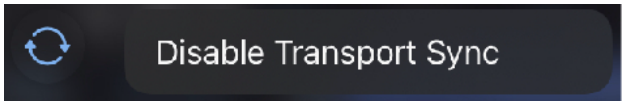


Host Sync

Tap Host Sync button to sync transport and tempo to host application.



To disable transport sync, tap and hold sync button and select “Disable Transport Sync” from menu.



System Interruptions (iOS)

It is important to aware that system may interrupt playback in the following situations. Please make sure to test and make a plan to handle the situations.

1. Incoming calls or activating Siri

When receiving an incoming call or when activating Siri, it interrupts playback and send App to background. In order to avoid it occurs, turn off the followings in the Setting App.

- Do Not Disturb > Do Not Disturb > turn on.
- Siri & Search > Listen for “Hey Siri” > turn off.
- Siri & Search > Press Home for “Siri” > turn off.

2. Connecting or disconnecting a headphone

Headphone output has own DAC[3] and own sample rate. The sample rate may be different form the sample rate of the audio engine. What will happens when connecting or disconnecting a headphone depends on the sample rates.

If the sample rates are same, playback continues when headphone is connected. When headphone is unplugged, playback will stop. You can change this behavior by turn Resume when headphone is unplugged on in Settings.

If sample rates are different, when connecting headphone or when disconnecting headphone stops playback and system will re-configure audio engine for the new sample rate.

The sample rate of the audio engine is set by an application or an audio interface.
For example, when connecting an iOS device to Mac using a cable that came with your device, Inter Device Audio and MIDI on macOS uses 44.1KHz but Quicktime player app on macOS uses 48KHz.

If you are planning to connecting or disconnecting headphone for monitoring during playback, please make sure to test and learn what will occurs.

3. Changing sample rate setting

As described above, if sample rate of the audio engine is changed for any reasons, playback stops.

4. Media Reset

Under rare circumstances, the system terminates and restarts its media services daemon. When it occurs playback stops.

5. Pressing the Home button or sending App to background

When app is sent to background by pressing home button, showing notification center or any other reasons, playback stops. You can change this behavior by turn Run in Background on in Settings.

Additional Settings

Followings are other settings in the Settings App which you may want to adjusted.

- Display & Brightness > Auto-Lock > set to Never
- Sounds > turn off all system sound
- Notifications > Show Previews > set to Never
- Home Screen & Dock > Multitasking > Gestures > turn off

If you have installed apps that may send you a notifications or may interrupt playback, make sure to adjust settings of the apps to disable the functions.

If you are using Ableton Link, make sure that Local Network in Privacy is turned on.
If you are using Bluetooth MIDI, make sure that Bluetooth in Privacy is turned on.

[3] Digital to Analog Converter

Specification

Synthesizer

8 voice virtual analog polyphonic synthesizer

Oscillators

- Continuously variable wave shape (triangle, sawtooth, square)
- Quantize: Off, On, Major, Minor
- Keyboard: Off, On
- Fine tuning +/- 50 cents
- Tuning +/- 48 semitones (KBD On), From 32.7Hz to 4186Hz (KBD Off)

Modulation Oscillator

- Frequency Range: High, Low (From 0.04Hz to 42.2Hz)
- Modulation Mode: FM, AM, PWM
- Modulation Amount: Adjustable and can be modulated.
- Pulse width (square) : Adjustable and can be modulated by Sine Wave LFO.

Complex Oscillator

- Sine Wave Generator and Wave Folder
- Timbre (Wave folding amount) : Adjustable and can be modulated.
- Mix (Balance between variable wave shape signal and wave folder signal) : Adjustable
- Pulse width (triangle and square) : Adjustable and can be modulated.

Lowpass Gate

- Source: gate1 [C.O., inverted C.O., pink], gate2 [M.O., inverted C.O. C.O.WS, white]
- Mode: Lowpass, VCA, Both
- Level (cutoff frequency and amplitude) Adjustable and can be modulated.
- Volume (output level) : Adjustable

Sequential Voltage Generator

- Stages: 5 step
- Level per each step
- Trigger out per each step

Envelope Generator

- Attack time: From1ms to 6 sec
- Sustain time: From 1ms to 10 sec
- Release time: From 1ms to 10 sec

Pulser

- Release time: From 1ms to 10 sec

LFO

- Wave shape: Sine Wave
- Frequency Range: From 0.04Hz to 42.2Hz

Sequencer

Steps: 16 steps per bar
Loop Length: from 1 bar to 16 bars
Clip: 8 clips
Tempo: from 20 BPM to 999 BPM
Host Sync: On and Off

Effects

Delay, Chorus, Flanger, Reverb, EQ and Compressor

Delay

Delay Time	Range from 20ms to 1200ms
Feedback	Range from 0% to 100%
Highpass Filter	Range from 20Hz to 500Hz
Lowpass Filter	Range from 1000Hz to 20000Hz
LFO Frequency	Range from 0.01Hz to 10Hz
LFO Intensity	Range from 0.0 to 1.0 (from 0ms to +/- 10ms)
Effect Switch	ON or OFF
Sync Switch	ON or OFF
Frequency Range	From 0Hz to 22.05KHz (effect)

Chorus / Flanger

Delay Time	Range from 1ms to 40ms (chorus), from 1ms to 13ms / 20ms (flanger)
Feedback	Range from 0% to 100% (flanger)
Highpass Filter	Range from 20Hz to 500Hz
Lowpass Filter	Range from 1000Hz to 20000Hz
LFO Frequency	Range from 0.01Hz to 10Hz
LFO Intensity	Range from 0.0 to 1.0 Chorus: from 0ms to +/- 1ms Flanger: from 0ms to 12ms / 19ms / 39ms
Effect Switch	ON or OFF
Sync Switch	ON or OFF
Effect Selector	Chorus or Flanger
Frequency Range	From 0Hz to 22.05KHz (effect)

Reverb

Input lowpass filter	Range from1KHz to 20KHz
Input high-pass filter	Range from 20Hz to 500Hz
LFO Frequency	Range from 0.01Hz to 10Hz
LFO Intensity	Range from 0.0 to 1.0
Pre Delay	Range from 1ms to 100ms
Size	Range from 0% to 100%
Auto Size Mode	ON or OFF
Decay	Range from 0% to 100%
Damp	Range from 0% to 100%
Output Lowpass Filter	Range from1KHz to 20KHz
Early/Late Mix	Range from 0% to 100%
Tempo Sync	ON or OFF
Effect Switch	ON or OFF

Equalizer

Low Shelving	Frequency Range	Range from 21Hz to1092Hz
	Gain	Range from -INF to +12dB
	High Pass Filter response	12dB / Oct
Mid Peak / Notch	Frequency Range	Range from 151Hz to 2389Hz
	Gain	Range from -14dB to +14dB
	Bandwidth	1 octave
High Shelving	Frequency Range	Range from 296Hz to 21096Hz
	Gain	Range from -INF to +12dB
	Low Pass Filter response	12dB / Oct

Compressor

Input Gain	Range from -20dB to 20dB
Input High Pass Frequency	Range from 20Hz to 185Hz
Threshold	Range from -40dB to 0dB
Makeup Gain	Range from 0dB to 20dB
Ratio	2, 4, 10
Attack	0.01ms, 0.1ms, 0.3ms, 1ms, 3ms, 10ms, 30ms
Relese	0.1s, 0.3s, 0.6s, 1.2s, Auto
Dry / Wet	Range from 0% to 100%

*Appearance and specification of the product are subject to change without notice.

Release Notes

What’s new in version 1.0

- Initial release

What’s new in version 1.0.1

- Fixed a problem that UI freezes on some devices with older cpu.